MASSIVE 196-PAGE XMAS SPECIAL!

MEAN MACHINES

£2.50
NO 15 DEC



INSIDE!

MEGADRIVE
GOLDEN AXE II · RAIDEN · MERCS
PACMANIA · SHADOW OF THE BEAST

MASTER SYSTEM
LASER GHOST · LINE OF FIRE
G-LOC · SUPER SPACE INVADERS

NINTENDO
HARD DRIVIN' · CAPTAIN PLANET

SUPER FAMICOM
CASTLEVANIA · SUPER TENNIS TIPS

SEGA



MEGADRIVE



SUPER FAMICOM



NINTENDO



GAMEBOY



GAME GEAR



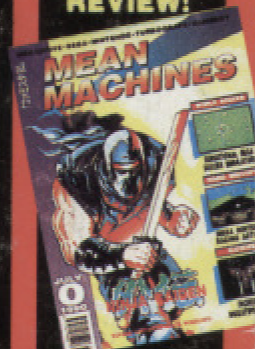




ROBOCOD! BETTER THAN SONIC!



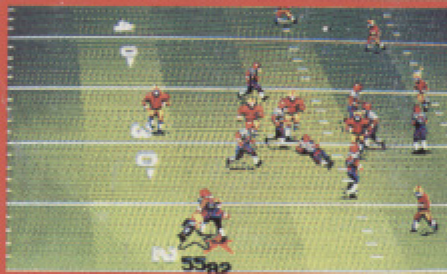
SONIC THE HEDGEHOG EXCLUSIVE MASTER SYSTEM REVIEW!



ISSUE ZERO! FANTASTIC EXCLUSIVE REPRINT FREE INSIDE!

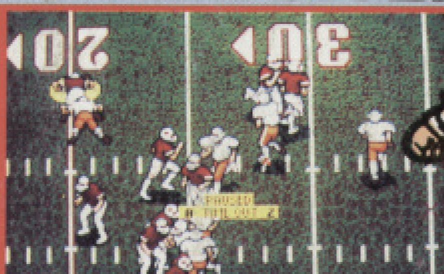
DOUBLE AMERICAN FOOTBALL EXCLUSIVE!





◀JOHN MADDEN 92
ABSOLUTELY INCREDIBLE! THE BEST SPORTS GAME EVER!

JOE MONTANA 2▶
AMAZING! SO MUCH SPEECH YOU JUST WON'T BELIEVE IT!



ARE YOU ABOUT TO LET THESE MEGA TITLES GET THE UPPER HAND...?



THE UPPER ELBOW, THE UPPER ARM...?

You used to be so cool calm and collected, few games were ever going to get the better of you.

Then along comes this bunch.

One sure-fire way of losing that cool, if not your marbles, "Marble Madness ™" is a crazy roller-coaster arcade challenge. Helter-skelter down 6 stages, with 8 difficulty levels and steadily make your way to complete insanity.

"The Immortal ™" a macarbre 3D descent through 50 dungeon chambers in search of your old master Mordimar. Each level will prove to be more puzzling and more gruesome than the last. Your only chance is to fight fire with fire, slime with slime and slice, behead, electrocute or spike anyone or anything that stands in your way.

"John Madden's Football '92" is tough. Very tough. The update on all-time best selling football title, is now even more crunchingly realistic. It features more game-plays, more teams, instant replays, improved animation, a new TV-like perception and the opportunity to knock quarter-backs into the middle of next season.

"F-22 Interceptor ™" is the first true 3D combat flight-sim title technical break-through for MegaDrive. Piloting the Lockhead F-22 Advanced Tactical Fighter, it's so up-to-the-minute, you'll even find yourself flying into the red-hot Iraqi war-zones.

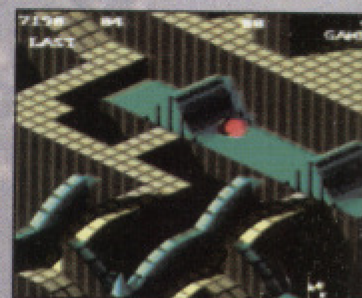
In "James Pond II ™ Codename: Robocod ™", the amazing aquatic agent is back to reduce his enemies to underwater weeds. Only now, able to operate on land as well as in water, he's out to save 9 different arctic toy factories, equipped with all the latest gadgetry including a flying bathtub.

"Fatal Rewind ™" from Psygnosis is a Game Show with a difference. The first prize is your life. It's a battle against the clock, blasting, leaping and clawing your way out of 16 Pits of Death, while keeping an eye on the ever-rising tide of Deadly Life Liquid.

Also from Psygnosis "Shadow of the Beast ™" pitches you against a monster with a few scores of his own to settle. He controls no fewer than 132 different sadistic associates, all of whom you must cojole, fool, fight and destroy, to gain access to the enemy camp.

Finally, "Buck Rogers ™. The 25th Century. Countdown to Doomsday" is your chance to lead a ramshackle crew of delinquents against the combined might of the Russo-American Mercantile. Your mission of course, is nothing less than to save the Planet Earth, both on land and in space through a previously unseen ship-to-ship combat system.

So go for it! Try your hand at all of them. But don't say we didn't warn you.

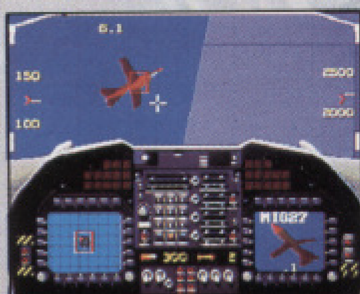

Marble Madness


James Pond II

ess

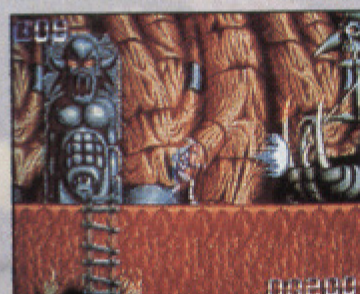

The Immortal

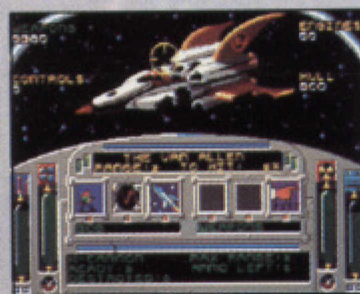

John Madden's Football '92


F-22 Interceptor

11


Fatal Rewind


Shadow of the Beast


Buck Rogers.


SEGA
MEGA DRIVE

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EDITORIAL 6
Sparks fly in this month's Editorial as Jaz starts off his new Insults Corner - is your ugly retarded fizzog polluting our lovely pages? Turn to this page and find out! Also, in a one-off special, the MEAN MACHINES lads confess all in a bizarre series of personality profiles!

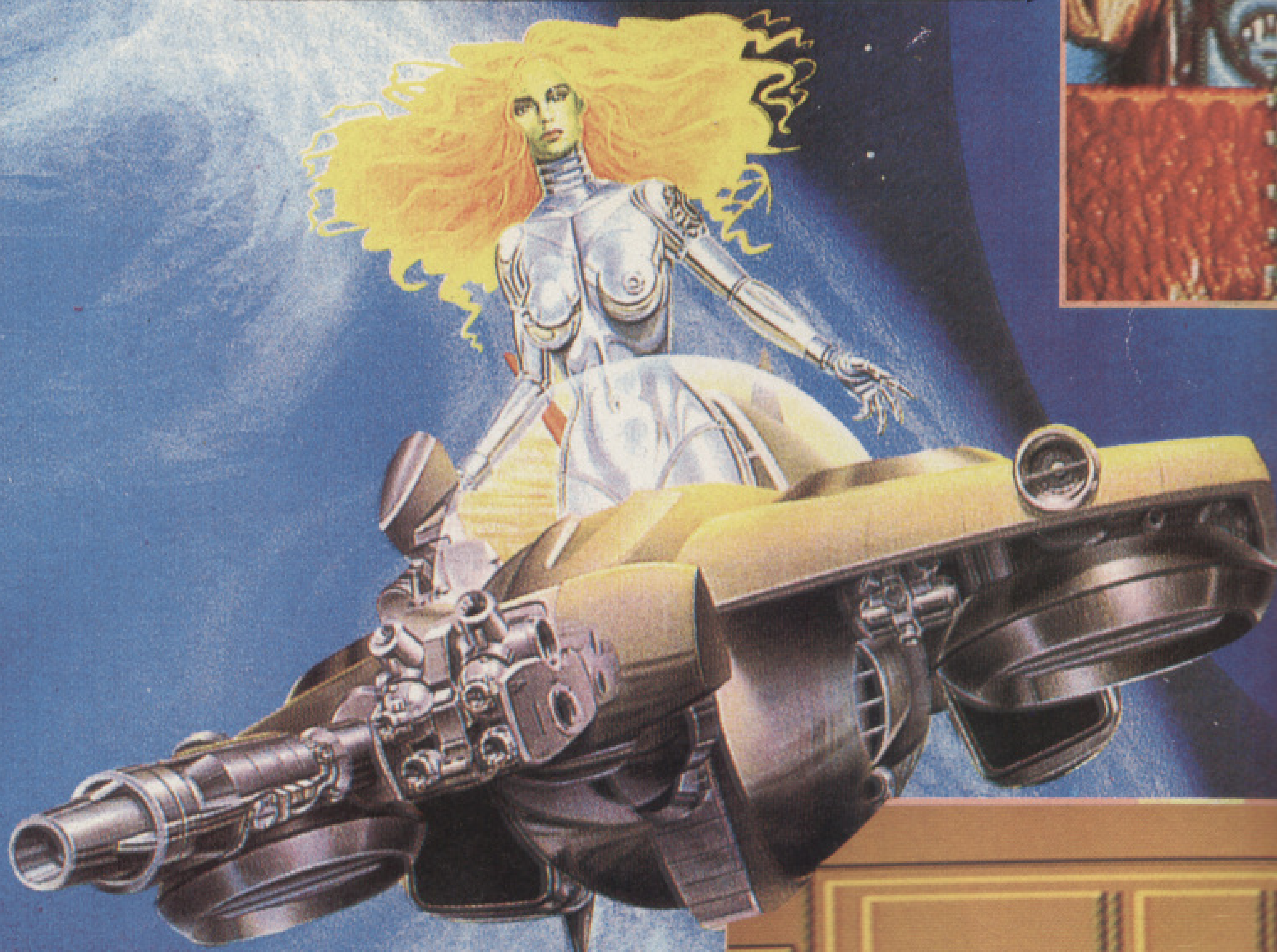
NEWS 12
Let's make no bones about it - reading these tantalisingly teasing pages, packed to the brim with all that's new in the consoles world is a wild experience, sure to having you sighing and moaning with frenzied pleasure.

MEAN YOB 26
It's the season of good cheer once again, so you'd expect the MEAN YOB to contributing his fair share of good will to the festive atmosphere, wouldn't you? WRONG!

Q+A 32
This month the man Jazza is taking no crap. Instead, with the aid of his special answering trousers, he's taking your probing questions, and providing suitably correct answers.

TIPS 36
If you experience altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions when reading these pages, we suggest you consult your physician immediately. This massive 12 page tips extravaganza is so brill it could seriously affect your mental health.

HOW MEAN MACHINES WAS MADE 84
In a special one-off feature, Julian Rignall brings you the full story behind the creation of the most totally brilliant magazine money can buy - MEAN MACHINES, of course!



▲ This fab artwork comes from the Megadrive version of Galaxy Force, reviewed on page 146.

REVIEWS

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GAME BOY

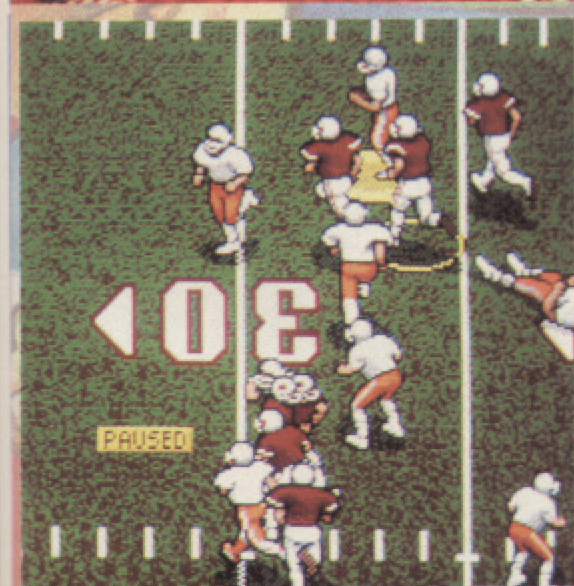
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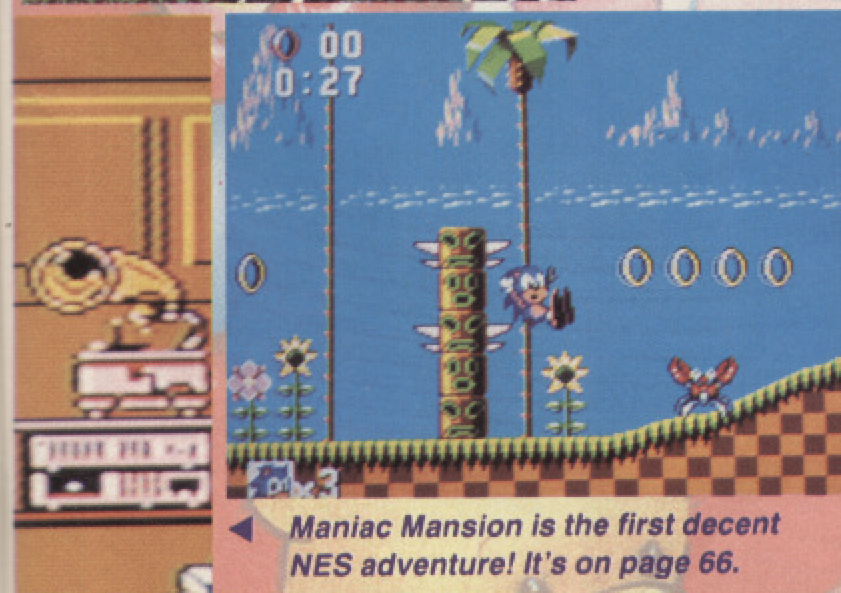


▲ *Shadow of the Beast: page 120.*



◀ *Joe Montana II - on page 158!*

▼ *Master System Sonic! It's mega!*



◀ *Maniac Mansion is the first decent NES adventure! It's on page 66.*

MASTER SYSTEM

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COMPOS

THE JAZZA RIGNALL COMP 65

YOU, yes, YOU could be the lucky winner of a skill new Super Famicom if you enter this chillin' compo. We aren't lying when we say that this compo is even more exciting than an episode of Neighbours.

THE RICHARD LEADBETTER COMP 74

The man with the quiff is back, and this time he's brought a topper Gameboy with six games ready for some lucky reader to win! Yay!

THE OZ BROWNE COMP 78

"Owwwww, man! It's me own competition, innit? Nee-eeeeee! Design me a chillin', skillin' hamburger for me and I'll give you a whole stack of illin' goodies! Nee-eeeee!"

THE RADION AUTOMATIC COMP 118

That strange man with the bizarre hair-cut and lack of brain cells gives you the chance to win some really MEGA stuff - and we aren't kidding! Check out the page and see!

THE GARY HARROD COMP 127

Clint Eastwood was The Man With No Name. Gary Harrod is The Man With No Shame - at least that's what his fashion sense suggests. Provide a design for some new Harrod clothing and you could win some fine console-related gear for your efforts.

ISSUE ZERO! 91

Yes! After literally hundreds of letters from eager readers demanding a copy of the ultra-rare limited edition Issue 0 of MEAN MACHINES, we've finally given in. We've completely reprinted this prototype, historic edition of the magazine for your collection.

THE HOTLINES 109

Christmas is the time traditionally associated with plenty of presents! Perhaps you'd like to add a Megadrive or a Super Famicom to your pile of goodies. Just pick up that there rap rod and dial away. It could be YOU who wins a topper piece of console gear!

CHARTS 110

"Cor!", "Wow!", "Yikes!", "Mega!" These are just some of the expressions Rich has heard merry MEAN MACHINES readers sigh when they check out the charts at the magazine stand in Chelmsford WH Smith. Perhaps you'd like to join in all the chart-related action?

LOOKBACK1991 112

Yet another MEAN MACHINES special feature! The year that was (and indeed still is) 1991 was full of great games, average games and crap games. Julian Rignall refreshes your memory.

THE 1991 AWARDS 164

What was the best game of 1991? What was the saddest, most shambling game you can remember from that self-same year? Which thing would you most like to... erm, well, all these questions and more are posed in the MEGA 1991 MEAN MACHINES awards! Cor! Yeah!

QUESTIONNAIRE 171

Believe it or not, we do actually care about what you think. This is your chance to have YOUR say. As the husky voice-over at the beginning of Knight Rider used to say, "One man *can* make a difference."

MEGAMART 177

"Yes please! I'll take your battle damaged Master System off you for £200!" This could be the phenomenal response you receive if YOU advertise in MEAN MACHINES MEGAMART - the veritable Church Auction of the consoles industry. Will you find that (very) elusive bargain?

PREVIEWS 188

Do you want to feast your eyes on potentially the HOTTEST games coming for your console? You do? Well, we've tried our best, but you know how it is... We tried. Well, we let Radion try. Turn to the page with the little 188 in the bottom left-hand corner and PREPARE TO BE AMAZED!

NEXT MONTH 193

Well, all good things come to end - even this double-sized mega issue of MEAN MACHINES. We've chosen to end this milestone in our history with a very special page. In fact, it's so special, it's completely devoid of any interesting information. But then, information is as information does.

EDITOR
JULIAN "JAZ" RIGNALL
ART EDITOR
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DEPUTY EDITOR
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STAFF WRITER
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AD MANAGER
MARTHA "WHEEEE" MOLOUGHNEY
PRODUCTION ASSISTANT
JO "TASTEFUL" GLEISSNER
PUBLISHING DIRECTOR
GRAHAM "MAN FROM UNCLE" TAYLOR
THANKS THIS MONTH TO: The England rugby team for being so skill, Andy Bantock (for being a chum of Radion), Iona (for cheering up Oz) and the woman at Sky movies who connected me up straight away
HELLO TO: All the sad people who are simply unable to come up with anything new
STILL SPANKING, BUT NOT QUITE SO NEWLY REDECORATED
OFFICE: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
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DISTRIBUTED BY: BBC FRONTLINE AND THEIR LORRIES OF PLEASURE
REMEMBER KIDS: A BIRD IN THE HAND GETS VERY EXCITED

COMPETITION RULES

EMAP Images employees or their immediate family and friends aren't allowed to enter any of our comps, because that's the way things are. And even though it's Christmas, Dwayne Minton from West Wormwood can't either. 'Cos he's got a yeasty thing and his bottom smells of rotten tomatoes.

JAZZA'S FINAL BIT

Ho! Ho! Ho! Merry Christmas. Mer-reee Christmas! I have in my hands a fabulous, lovely, brand spanking new Super Famicom - and I'm going to give it to somebody for Christmas (the Famicom, that is). Who? Well, that's where you come in. What I want you to do is write a Christmas carol for MEAN MACHINES, to be sung to the tune of any famous carol - Jingle Bells, O Come all Ye Faithful, or whatever you want. The funniest one gets the Super Famicom for Christmas. It's as simple as that. Send your super carol to: JINGLE BELLS MY FARTS SMELL THEY ROT MY PANTS AWAY, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. See you next year!

XMAS TIAS Y

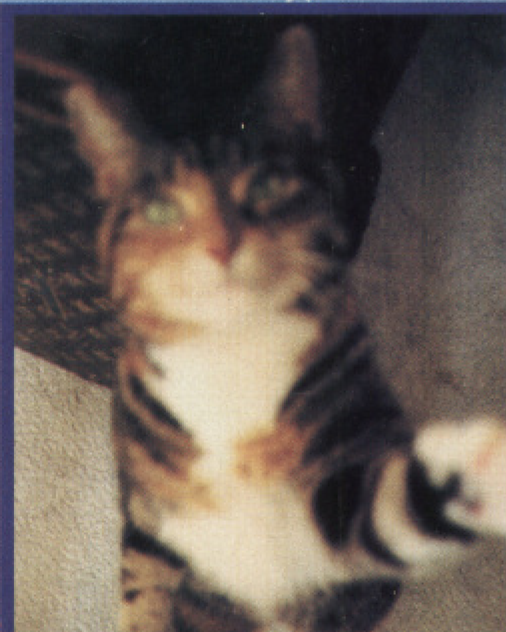


JAZ

The year is nearly over, and it's time to reflect. It's certainly been a great twelve months for everyone involved in the console industry. Those who said that the console invasion would never happen were finally proved completely wrong, and as we race up to Christmas, Megadrives, Nintendos and Master Systems are the machines that are shifting faster than anything else.

That trend looks set to continue. With the Super Famicom being launched next year and console CD-ROM machines ready to take us to new levels of visual and aural excellence (let's hope that decent game design and playability don't get forgotten!), there's plenty to look forward to. MEAN MACHINES will continue to get bigger and better, and I can promise you some spectacular things early next year!

All that remains is for me to wish you a very happy Christmas. See you in '92!







CHRISTMAS BONUS PETS

Here are a few mega snaps of talented pets. First of all there's the mysterious cat who doesn't like having his picture taken. This pic was taken just seconds before his paw slashed the poor old photographer to ribbons. Then there's the picture of Ben the Dog sent in by Craig Fox of Chesterfield - Ben is a sad member of the Gary Harrod Pauper Club. And finally there's a picture for all you arachnophobics out there. Sonic the Tarantula, owned by Mark Chapman of London SE16, is a Spiderman expert! Not surprising really.



NAME: GARY "GAZ" HARROD
BIRTHDAY: 15 JULY
I LIVE IN: LONDON
MOST FAVOURITE GAMES OF '91: KICK OFF 2, CASTLEVANIA 2 AND 4, MERCS, SUPER TENNIS, CROSSED SWORDS, ASO 2
ALL-TIME FAVOURITE GAMES: KICK OFF 2, CASTLEVANIA 2 AND 4
ALL-TIME FAVOURITE COIN-OPS: STREET FIGHTER 2
FAVOURITE MUG: CAT MUG
FAVOURITE FILMS: DRAGONS FOREVER, EVERY ARNOLD SCHWARZENNEGER FILM, CYBORG, WILD AT HEART, TERMINATOR 2
FAVOURITE RUGBY TEAM: ENGLAND (WELL DONE BOYS)
FAVOURITE TV SHOWS: HARRY ENFIELD, BAYWATCH, CINEMATRACTIONS, 9 O'CLOCK NEWS, ANTIQUES ROADSHOW
FAVOURITE MUSIC: ENTOMBED, GORGUTS, CANNIBAL CORPSE, STEVE WILLIAMSON, NIRVANA, MUDHONEY, ICE-T, GETO BOYS
FAVOURITE FOOD: RICE
FAVOURITE MAGAZINES: CLUB, GAMEST, GIRLIE WORLD, THRASH 'N' BURN
FAVOURITE CLOTHING: WHITE T-SHIRTS
FAVOURITE PLACE IN THE WORLD: QUAY AMUSEMENTS
BIGGEST HERO: MY MUM
THINGS THAT MAKE ME GO HMMM: BEING AT HOME WITH MY BIG BLACK PUSSY (AND MY BIG ORANGE ONE)
THINGS THAT MAKE ME GO AAAGGH: NO NEW DEATH METAL CDS TO BUY
WHAT I WANT FOR CHRISTMAS: NEW NEO GEO GAMES AND LOWER PRICES AT MADAME SPANKY'S.

ROLL, ROLL, ROLL YOUR CAR

Spang central! This is what happens when you take reader Mark Hay of Southampton, stick him in a boy racer Capri and let him drive down a wet road. Crump! That WAS a nice Golf - it took Scott Andrew of Seaton Delaval an hour to do this with his GTI. Doh! And finally, Andrew Green of Glastonbury dispels the myth that Ford Sierras are the most characterless cars on the market. His one winks!

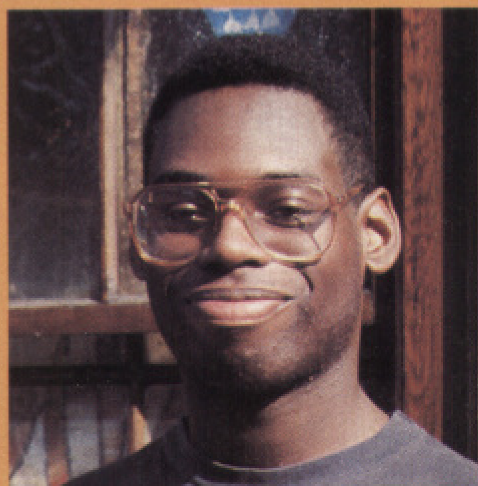








NAME: RADION "RAD" AUTOMATIC
BIRTHDAY: 7TH SEPTEMBER
I LIVE IN: LEWISHAM
MOST FAVOURITE GAMES OF '91: JERRY BOY, STREETS OF RAGE, MARIO 3, JOHN MADDEN'S FOOTBALL '92, STREET FIGHTER 2
ALL-TIME FAVOURITE GAMES: FINAL FIGHT, TETRIS, JOHN MADDEN'S FOOTBALL '92, KICK OFF 2
ALL-TIME FAVOURITE COIN-OPS: PIT FIGHTER, FINAL FIGHT, BEAST BUSTERS, TRON, STREET FIGHTER 2
FAVOURITE MUG: MY OLD X-MEN MUG
FAVOURITE FILMS: TERMINATOR 2, HELLRAISER 2, PLANES, TRAINS AND AUTOMOBILES, ROBOCOP, ALIENS, ANYTHING BY JOEL SCHUMAKER, BILL AND TED'S EXCELLENT ADVENTURE
FAVOURITE FOOTBALL TEAM: CREWE ALEXANDRA
FAVOURITE TV SHOWS: ALEXI SAYLE'S STUFF, WONDER YEARS, VIC REEVES, HARRY ENFIELD, BAYWATCH
FAVOURITE MUSIC: RED HOT CHILI PEPPERS, MORDRED, SHAMEN, JANE'S ADDICTION, MIND FUNK, MIDNIGHT OIL, REM, MUDHONEY
FAVOURITE FOOD: DUCK FOO YUNG
FAVOURITE MAGAZINES: VIZ, X-MEN, THRASHER, MCI
FAVOURITE CLOTHING: MY DOC MARTENS
FAVOURITE PLACE IN THE WORLD: THE MOON
BIGGEST HERO: ZOOMY THE LAZOOM FROM FIREBALL XL5
THINGS THAT MAKE ME GO HMMM: MARMITE
THINGS THAT MAKE ME GO AAAGGH: BEING PLUGGED INTO THE MAINS
WHAT I WANT FOR CHRISTMAS: A LUMP OF COAL AND SOME PENCIL SHAVINGS



NAME: OSMOND "OZ" BROWN
BIRTHDAY: 12TH OCT
I LIVE IN: FOREST GATE, LONDON
MOST FAVOURITE GAMES OF '91: THUNDERFORCE III, F-ZERO, STRIDER, STREETS OF RAGE
ALL-TIME FAVOURITE GAMES: SPEEDBALL 2, OPERATION WOLF, STAR RAY, KICK OFF 2
ALL-TIME FAVOURITE COIN-OPS: MECHANISED ATTACK, SPACE GUN, METAL HAWK
FAVOURITE MUG: MY WHITE ROBIN HOOD MUG
FAVOURITE FILMS: INDIANA JONES AND THE TEMPLE OF DOOM, ALIENS, LETHAL WEAPON, LETHAL WEAPON 2, TERMINATOR 2, RETURN OF THE JEDI, DIE HARD.
FAVOURITE FOOTBALL TEAM: HAVEN'T GOT ONE
FAVOURITE TV SHOWS: BEVERLY HILLS 90210, WONDER YEARS
FAVOURITE MUSIC: JANET JACKSON, WHITNEY HOUSTON, GLORIA ESTEFAN, BELINDA CARLISLE, MARVIN GAYE
FAVOURITE FOOD: MACARONI CHEESE, CHINESE, INDIAN FOOD AND WEST INDIAN FOOD
FAVOURITE MAGAZINES: EMPIRE, PREMIERE
FAVOURITE CLOTHING: TERMINATOR 2 T-SHIRT
FAVOURITE PLACE IN THE WORLD: BEVERLY HILLS
BIGGEST HEROES: MARTIN RIGGS, MOTHER THERESA, MARVIN GAYE, CYNTHIA ROTHROCK
THINGS THAT MAKE ME GO HMMM: WORKING, GOING TO THE MOVIES, EATING OUT, DANCING, WOMEN, BACARDI
THINGS THAT MAKE ME GO AAAGGH: PREJUDICE OF ANY KIND, FOOTBALL HOOLIGANS
WHAT I WANT FOR CHRISTMAS: PEACE, LOVE AND HAPPINESS



NAME: RICHARD "RICH" LEADBETTER
BIRTHDAY: 20TH DECEMBER
I LIVE IN: WITHAM, ESSEX
MOST FAVOURITE GAMES OF '91: SPIDER-MAN, STARFLIGHT, ROAD RASH, EA HOCKEY, F-1 RACE, CASTLEVANIA II, UN SQUADRON, SUPER TENNIS
ALL-TIME FAVOURITE GAMES: MARIO 4, FINAL FIGHT, TETRIS
ALL-TIME FAVOURITE COIN-OPS: NARC, FINAL FIGHT
FAVOURITE MUG: WHITE WITH PINK BITS ON
FAVOURITE FILMS: TERMINATOR 2, DIE HARD, LETHAL WEAPON, FERRIS BUELLER'S DAY OFF, WEIRD SCIENCE, DEAD POET'S SOCIETY, FOR A FEW DOLLARS MORE
FAVOURITE FOOTBALL TEAM: I DON'T WATCH FOOTBALL
FAVOURITE TV SHOWS: THE SIMPSONS, HALE AND PACE, FRY AND LAURIE, HAVE I GOT NEWS FOR YOU, THE YOUNG ONES
FAVOURITE MUSIC: ELECTRONIC, NEW ORDER, PET SHOP BOYS, 808 STATE, REM, BELINDA CARLISLE AND ANY EUROPEAN HARDCORE DANCE MUSIC
FAVOURITE FOOD: CHINESE, ESPECIALLY AROMATIC CRISPY DUCK
FAVOURITE MAGAZINES: SPIDER-MAN, PRIVATE EYE
FAVOURITE CLOTHING: MY LEATHER JACKET AND SCARF
FAVOURITE PLACE IN THE WORLD: DESERT ISLAND IN THE BAHAMAS
BIGGEST HERO: I HAVEN'T GOT A HERO
THINGS THAT MAKE ME GO HMMM: SLEEPING, TELEPHONIC JAPERY, FOOD, GOOD COMPANY, GOOD MOVIES, SCANNING
THINGS THAT MAKE ME GO AAAGGH: GETTING UP, EMF, BRITISH RAIL, LONDON, INDIAN FOOD, SEA FOOD, JOKES WITH PREDICTABLE PUNCH-LINES, ANNOYING PEOPLE WHO PHONE UP THE OFFICE AND ASK INANE QUESTIONS, "YOOF" PRESENTERS ON CHANNEL FOUR
WHAT I WANT FOR CHRISTMAS: ANYTHING AS LONG AS I DON'T KNOW WHAT IT IS



NAME: JULIAN "JAZ" RIGNALL
BIRTHDAY: 6TH MARCH
I LIVE IN: SOUTHEND-ON-SEA
MOST FAVOURITE GAMES OF '91: SUPER KICK OFF, ULTRAMAN, JOHN MADDEN'S FOOTBALL, SUPER MARIO 3, STREETFIGHTER 2
ALL-TIME FAVOURITE GAMES: KICK OFF 2, RAILROAD TYCOON, BOULDERDASH, POOYAN, SHAMUS, F-15 STRIKE EAGLE 2, JET FIGHTER 2, DELTA, SUPER MARIO 4 (PLUS TONS OF OTHERS)
ALL-TIME FAVOURITE COIN-OPS: ROBOTRON, STARGATE, SINISTAR, STEEL TALONS, I ROBOT, F-15 STRIKE EAGLE, BOMBJACK
FAVOURITE MUG: MY DENNY'S MUG WHICH CHANGES COLOUR WHEN YOU PUT TEA IN IT
FAVOURITE FILMS: AKIRA, DARK STAR, BLADE RUNNER, TERMINATOR 1 AND 2, APOCALYPSE NOW, ALL THE STAR WARS FILMS
FAVOURITE FOOTBALL TEAM: SOUTHEND
FAVOURITE TV SHOWS: VIRTUALLY ANYTHING, ESPECIALLY SIMPSONS, 21 JUMP STREET, LAW AND ORDER, DROP THE DEAD DONKEY, THE BILL, ANY SPORTS PROGRAMMES EXCEPT RACING
FAVOURITE MUSIC: 808 STATE, RED HOT CHILI PEPPERS, JOY DIVISION, THE DOORS, REM, CURE AND TONS OF OTHER STUFF
FAVOURITE FOOD: ANYTHING'LL DO
FAVOURITE MAGAZINES: GTI, PERFORMANCE CARS, PERFORMANCE BIKES, AUTOCAR AND MOTOR, BACK STREET HEROES, RUGBY WORLD, EMPIRE, CINEFEX
FAVOURITE CLOTHING: RUGBY SHIRTS
FAVOURITE PLACE IN THE WORLD: THE ABANDONED DROVER'S ROAD ON MYNYDD Y DRUM, NEAR TREGARON, MID WALES
BIGGEST HERO: CAPTAIN SCARLET
THINGS THAT MAKE ME GO HMMM: MY 1.9 PEUGEOT GTI, BAUHAUS DESIGN, MY CATS MAD AND GEORGE, SCANNING
THINGS THAT MAKE ME GO AAAGGH: BRITISH RAIL, TRAFFIC JAMS, STUPID PEOPLE, LONDON, LONDON UNDERGROUND, RED TRAFFIC LIGHTS
WHAT I WANT FOR CHRISTMAS: A YAMAHA FZR EXUP MOTORBIKE, A LARGE HOUSE IN THE COUNTRY, A RANGE ROVER WITH OVERFINCH CONVERSION, NINTENDO'S BANK BALANCE, WALES, A JETSKI, A MEGADRIVE CD-ROM, A LOTUS ESPRIT TURBO SE, A JET PLANE, A HELICOPTER AND WORLD PEACE

INSULT



Ian Beech of Stamford, Lincs is so stupid he has to concentrate very hard just to cack his pants.



Paul Kinnaird and Dean Parsons - both with intellects as retarded as their dress sense.



Jug-eared Andrew Fuschi... Green, Herts just loves to ... turds on a stick.

Here they are - the first MEAN MACHIN... who reckon they're hard enough to stan... MEAN MACHINES insult. If you think yo... send in a photograph (put your name an... the back) and if you're particularly ugly ... print it complete with a one-line insult gu... make you laugh. The place to send you... SAD INDIVIDUAL WHO'S JUST RIPE F... INSULT, MEAN MACHINES, PRIORY C... FARRINGDON LANE, LONDON, EC1R...



"Im marc elgar and im a spaz!" it says on the back of this picture. Indeed.

HAVE YOU GOT AN UNTIDY BEDROOM?

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Robert Rowe of Southampton shows us the Dance of the Spasticated Baboon.

Insulting fat boy Stuart Ward would... kicking a cripple while he's down.

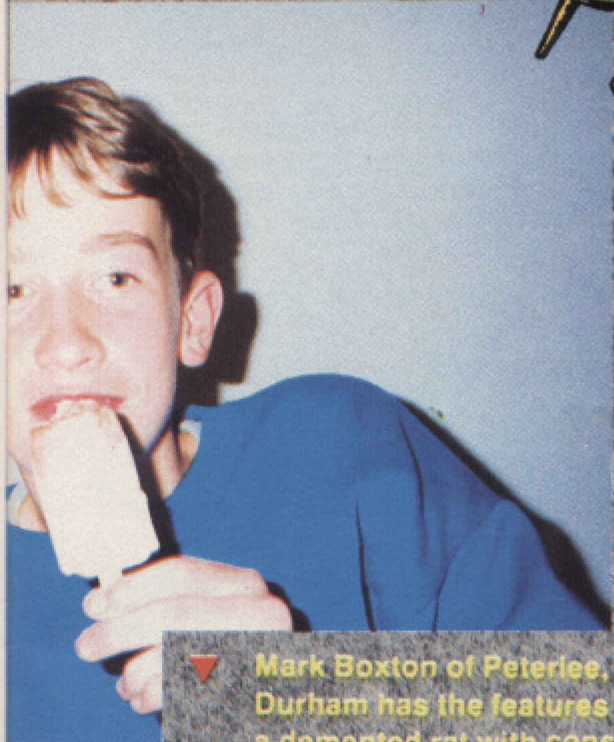


CORNER





Monkey ass Daniel Baker of Tonbridge Kent sent us a picture of the most attractive part of his body.



Mark Boxton of Peterlee, Co Durham has the features of a demented rat with constipation.

Philip Lai of Nottingley - the missing link.



... of Croxley ... ast on

S readers ... up to a ... can take it, ... address on ... tragic, we'll ... ranteed to ... ace is: I'M A ... OR A JUICY ... OURT, 30-32 ... 3AU.

... e like





Those dark glasses can't disguise him! It's tragic Gavin Stevenson of Stirling, winner of this year's Most Stupid Grinning Gonad Award.

Daniel Read of Ryde, IOW uses this sexy expression to charm the local sheep.





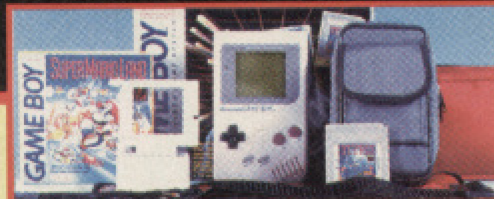
Like Daniel Baker, Eric Malco has sent us a picture of his ass!

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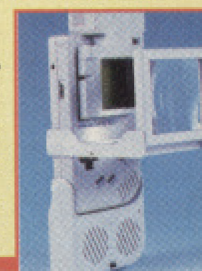
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NEWS

HANDY QUICKJOY



Spectravideo have revealed a new arcade-style joystick, with three massive buttons and a rather exciting-sounding "short, stubby stick" (as it says on Spectravideo's press release). According to the dudes at Spectravideo, the Mega Star, as this fine stick is known, is fully microswitched, ensuring response and durability as close to an arcade stick as possible.

Looks pretty cool, eh? Well the bad news is that although computer versions of the joystick are in the shops as we speak, Sega and Nintendo owners have to wait until "early next year" to get their sweaty hands on this highly desirable game controller. The price? A wallet-annihilating £27.95 to you, sir! If you'd like to have a natter with Spectravideo about the matter, dial 081 900 0024 on your telephone-like object.



MASTER SYSTEM GOODIES

A veritable explosion of fab Master System gear is lurking just around the corner. Coming soon are the likes of Asterix the Gaul (Mickey Mouse-style platform action) and Taito's coin-op conversion of the ever-popular Bubble Bobble. After selling well on the Megadrive, Sega also have a groovy conversion of their hit coin-op, Alien Storm, ready for release on your fave 8-bit console.

Early next year, expect Taito's horizontally scrolling shoot 'em up Darius II to be released. Special Criminal Investigations is another Taito coin-op conversion (the follow-up to Chase HQ no less), which should be pretty decent. But if shooting lots of things with a big gun is your cup o' tea, Space Gun (*another* Sega coin-op conversion!) should look good to you.

MEGADRIVE KICK OFF - OFFICIAL!

Word reaches the MEAN MACHINES offices that Kick Off, the best digitised version of soccer EVER, is set for release next year on the Megadrive, courtesy of US Gold.

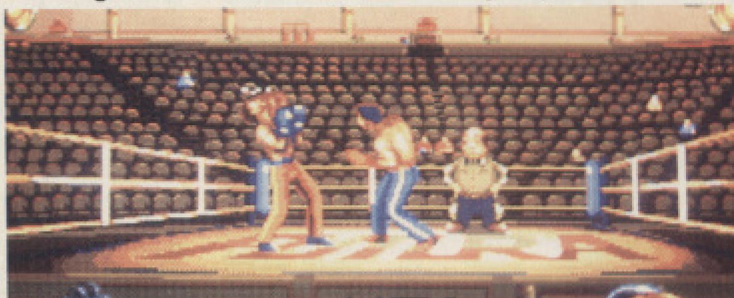
This new console version of Kick Off is being put together by Tiertex - the programmers responsible for the awesome Master System version (rated at 96% last month!). It should be no problem for the coding bods to incorporate all of the Amiga version's playability, options and graphics, and perhaps make the scrolling even smoother by utilising the Megadrive's 16-bit custom hardware. More news as we get it...

VIOLENCE AHOY!

Kick Boxing fans will no doubt cack their pants with anticipation at the news that Panza Kick Boxing is being converted onto the Super Famicom - with the possibility of NES and Gameboy versions to follow.

The game itself is a detailed simulation of Thailand's favourite sport, with massive sprites battling it out on-screen with a variety of Kick Boxing attack moves. Added in with the beat 'em up mayhem are work-outs in the gym, where your muscular Far Eastern type improves his stamina and strength.

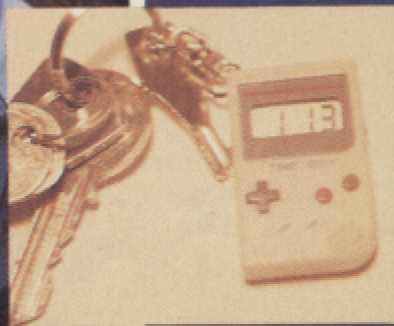
We've seen the PC Engine version and it features some of the most stunning graphics and animation yet seen in a console game. If Loriciels (the producers of this violence-related extravaganza) can improve on the Engine version, we'll be seriously impressed...



WHAT'S THE TIME, BOY?

Here's the ultimate designer item for people with lots of keys. The Timeboy, as it's known, is a small Gameboy-shaped keyring that boasts a number of exciting time-related features.

Pressing the A or B buttons selects either the date or the amount of seconds of the current minute (which seems somewhat pointless). Utilising the "D-pad" enables you to change the date and time. The Timeboy is a pretty flash piece of kit - but there's just one problem. Putting your keys in your pocket invariably causes all of the buttons to be pressed - thus resulting in the time being lost. Doh!



Still, it's a pretty good device and cheap too. The Timeboy we acquired from London's Tottenham Court Road retailed at just £3.99 of your hard-earned English pounds sterling. If you fancy one as a Christmas stocking filler or something, give Shekhana Consoles a ring on 081 340 8565.

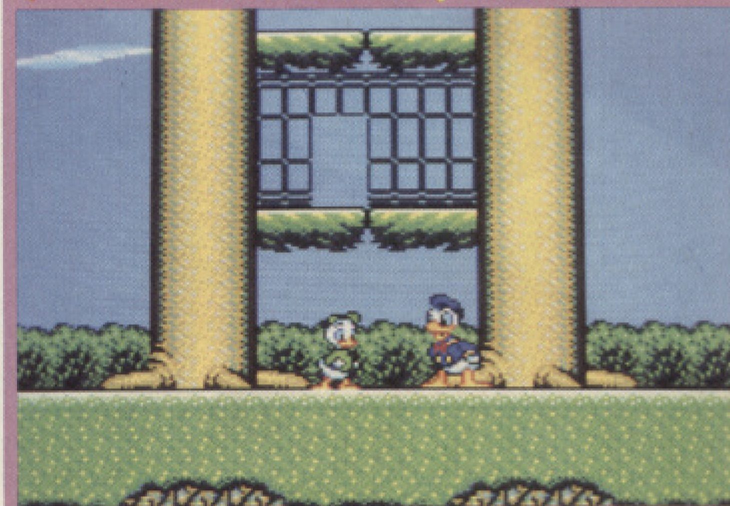


If you're a proud owner of a fine Game Gear, you'll no doubt be very interested in some of the titles Sega have lined up for release during the next few months.

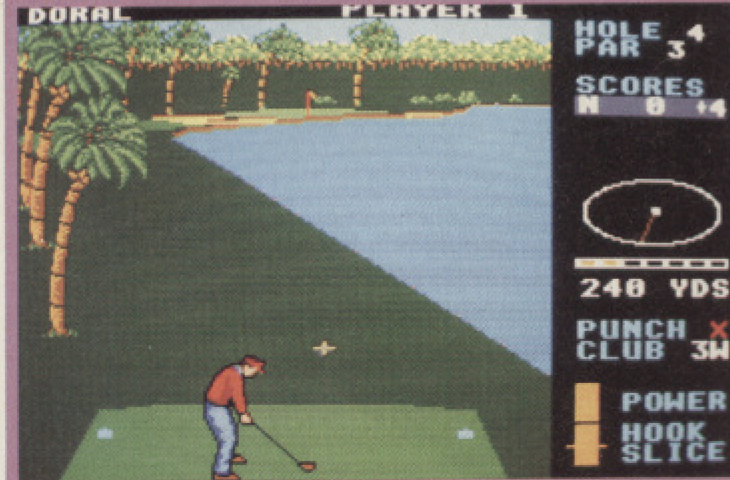
As we speak, World Class Leaderboard - the conversion of the 92% rated Master System game should be in the shops and selling like hell. However, over the next few months, look out for Frogger (apparently a conversion of Sega's new, improved Frogger coin-op!) and beat 'em up thrills 'n' spills in the form of Ninja Gaiden. There's plenty of whip-related action in the form of US Gold's Indiana Jones and the Last Crusade. From what we've seen of that, it could turn out to be something really special.

Perhaps the two most exciting cartridges lined up for the Game Gear are Donald Duck and Sonic the Hedgehog. If either of these platform games are anything like their Master System counterparts, they should be great! All going well, reviews of all this exciting, incontinence-inducing stuff should adorn the pages of MEAN MACHINES over the next few months.

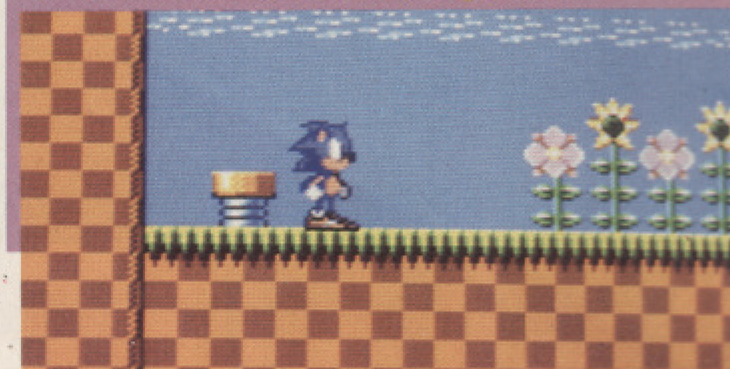
Donald Duck's on the way to the Game Gear!



World Class Leaderboard: out now!



Game Gear Sonic's coming soon!



MEGADRIVE BABOONERY

Megadrive-owning Toki fans better have a plentiful supply of nappies at the ready during January because Sega have a 16-bit conversion of the ace Fabtek coin-op just about ready for release.

The scenario is pretty bizarre. A sorcerer has arrived on the scene, pinched your chick and changed you from a manly muscle-bound hero into an ape with a sad, Harrod-like baboon physique! Now it's your job to traverse the jungly platform landscape kicking the seven shades out of the sorcerer's minions and all of the bosses that he's strategically placed at the end of each level.

Hopefully, the conversion will contain all of the levels, bosses and power-ups of the arcade original. All will be revealed when you read the MEAN MACHINES review in a future issue!









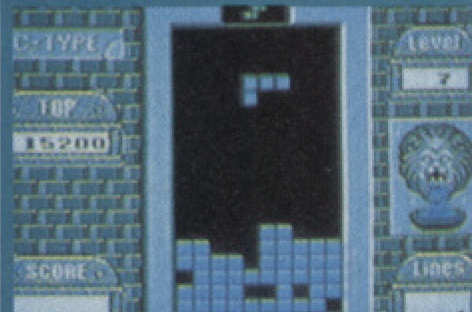


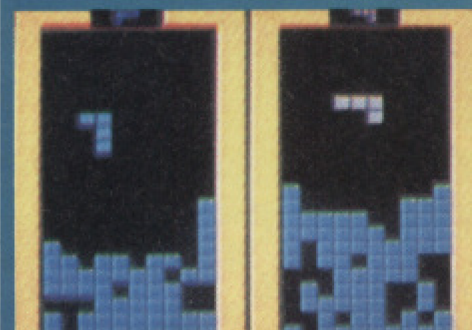
TETRIS TWO!

The official follow-up to THE best puzzle game ever has just been unveiled in Japan. Teasingly entitled Tetris 2 + BomBliss (???), the game promises to include all of the mind-bending shape-fitting antics of the original along with plenty of new elements, including of all things, bombs!

The aim of the game still appears to involve making lines out of falling shapes, although the presence of strange items, like exploding bombs in the Tetris pit adds a bizarre twist to the gameplay. All the old options of the original Tetris, including the two-player mode, are included as well.

Little else is known about the game, apart from the fact that it's being produced for the Nintendo by the original programmers, Bullet Proof Software. We'll let you know more about this game as soon as possible.





FAMICOM TEES OFF

After scooping numerous awards on the Megadrive (including a MEAN MACHINES MEGAGAME), Japanese giants Imagineer are set to release a Super Famicom version of PGA Tour Golf!

From the looks of things, the Japanese have included just about every feature of the amazing Megadrive original, along with a few extra graphical treats that only the Famicom can pull off. For example, after driving the ball, the 3D perspective alters to follow the sphere-like object (Pilotwings-style) as it flies through the air!

PGA Tour Golf looks like being a sure-fire winner, but you'll find out for sure when we give it the MEAN MACHINES treatment in a couple of issue's time.









MARBLE MADNESS

IT COULD PUSH YOU OVER THE EDGE !!

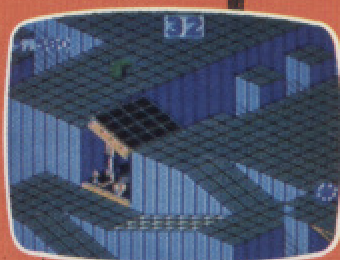
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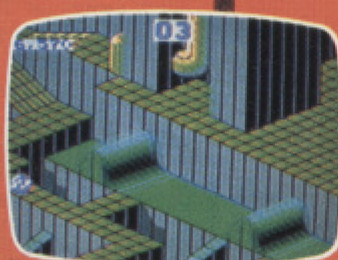
Official Nintendo® Seal of Quality

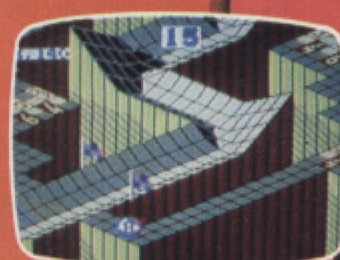
Nintendo ENTERTAINMENT SYSTEM®

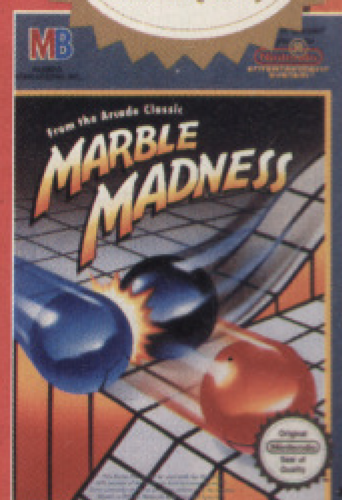
Taken from the Arcade Classic.

NOW AVAILABLE
BATTLE YOUR WAY THROUGH TIME
TIME LORD

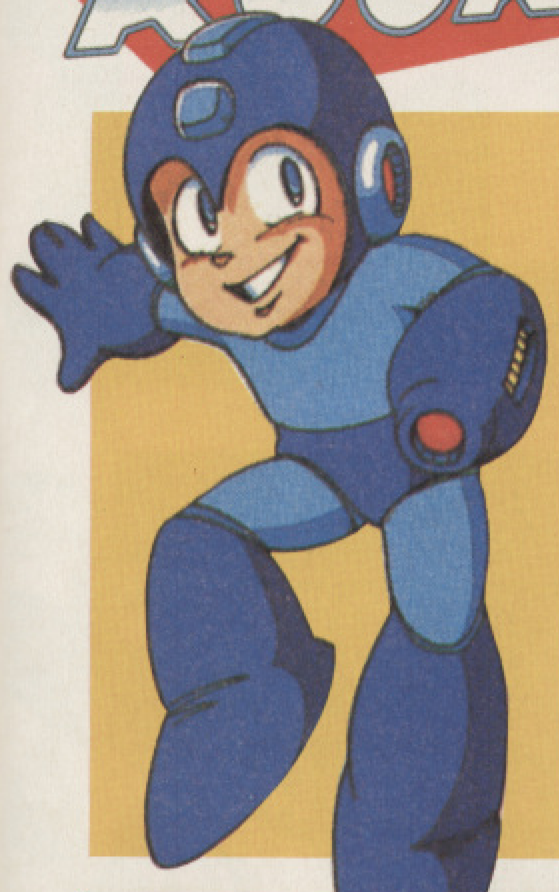

Risky Romps

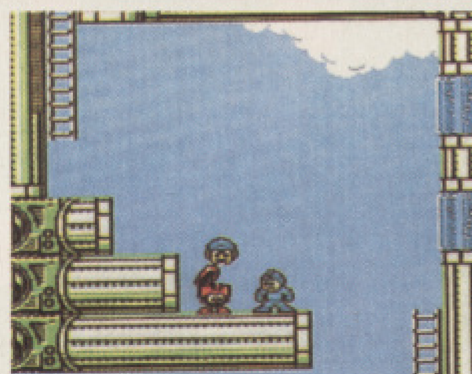

Wicked Waves


Slippery Slopes



ROCKMAN 4

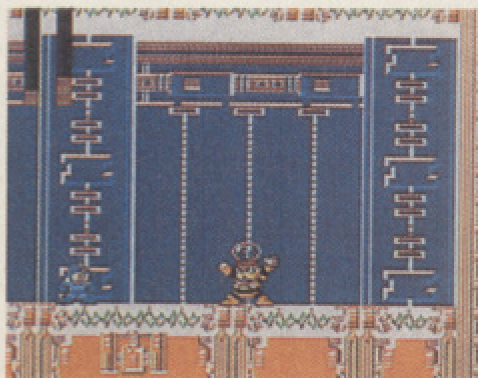


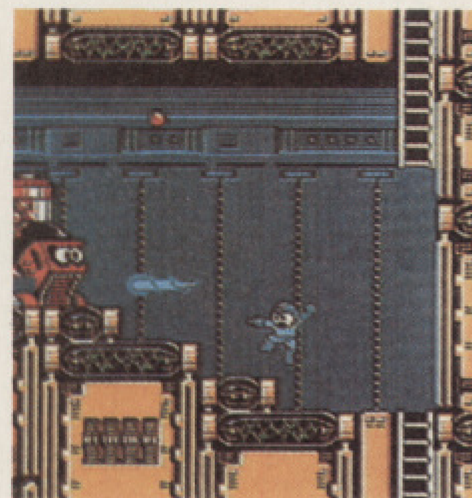


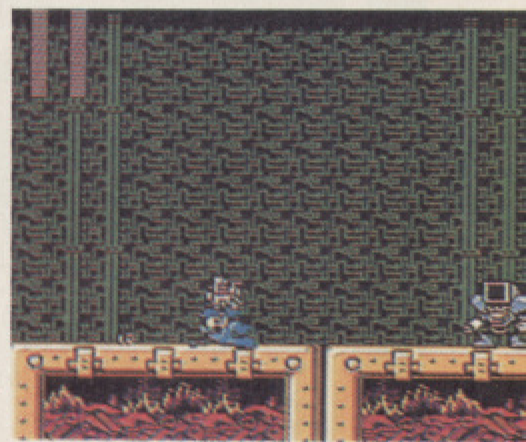
MegaMan IV has just been released in the Land of the Rising Sun to rapturous reviews from the Japanese press.

Once again, the evil Dr Wily has been up to his old tricks and has taken over a portion of the world with the aid of eight new robotic henchmen. Just like its predecessors, MegaMan IV is a platform game with the emphasis on ground-breaking graphics and super-slick playability.

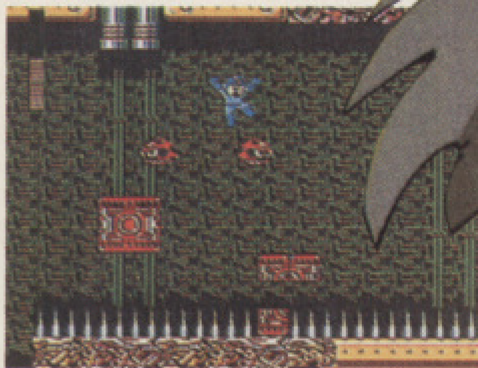
As you can see from the screenshots, MegaMan IV is looking "right tasty", and we'll be giving it the definitive review as soon as it's officially released. Unfortunately, this won't be for a *very* long time - after all, MegaMan III isn't officially out yet. However, if you're desperately keen to get hold of a copy of this potentially **mega game, give one of the grey import advertisers a bell and see** what you can find out.

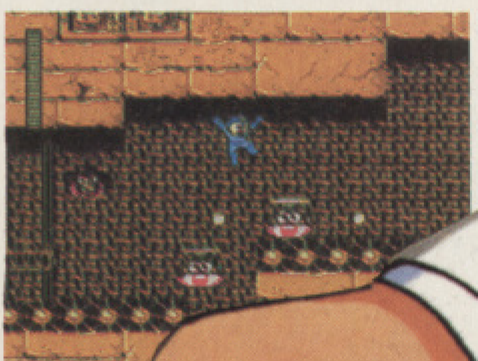


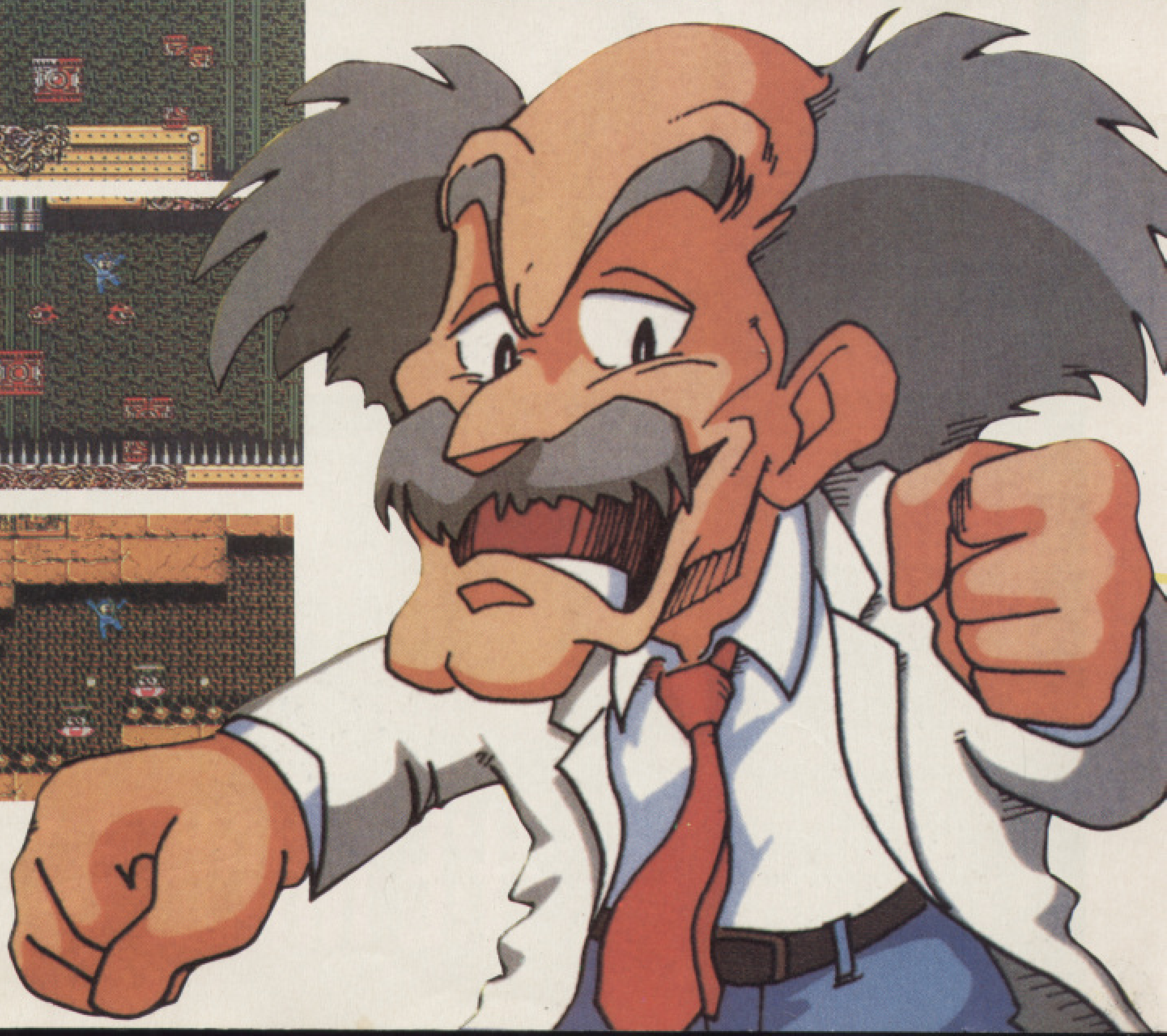












SUPER EDF ISN'T

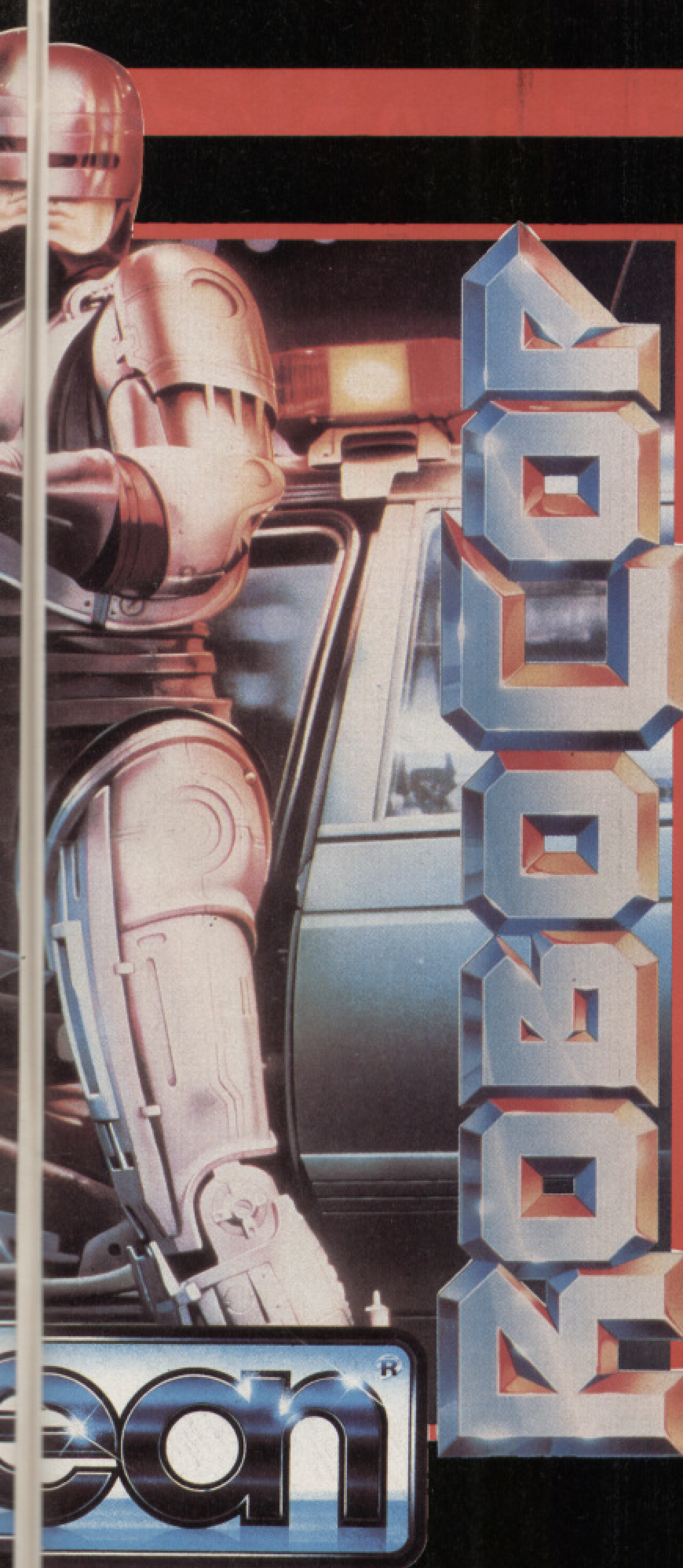
Super EDF is the latest Super Famicom side-on blaster to be released in Japan. Gameplay-wise, it's pretty standard fare - just traverse those scrolling backdrops, shooting the legions of aliens sprites that dare get in the way.

We've seen a finished version of the game and we were quite disappointed. Although there's plenty of decent visual effects and some rather fine graphics, the shoot 'em up action is just too unexciting and unoriginal to make Super EDF a worthwhile buy. If you're a Super Famicom owner after a good blast, UN Squadron still rules supreme.

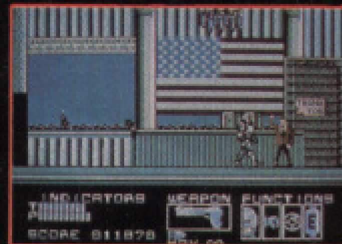


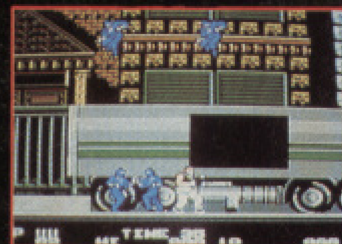


endo®





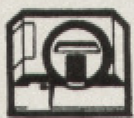






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REVIEW

JOHN MADDEN FOOTBALL '92

What a veritable festive feast of footballing fun, frolics and frivolity! If you're an American football fan, you'll be wondering what this, the sequel to probably the best sports sim ever, has in store for you. And if you're not an American football fan, we'd better refresh you of the rules.

The object of the game is to get the ball into the opponent's end zone, thus scoring six points. This is not as simple as it sounds, however, as every time the ball comes into contact with the firmament, play is stopped. Play is stopped a maximum of four times, and if the ball has not been carried ten yards in this time, control is handed over to the other team.

John Madden's Football was the greatest console version of the sport ever; it viewed the action from behind the offensive team and utilized impressive parallax scrolling to bring the action to life. Different plays were selected using a variety of menus and a number of moves could be performed by the player under your control, such as diving, spinning, headbutting or intercepting passes.

This sequel aims to better the original, and with more teams, more modes of play, more options, more plays and more speed, it exactly does that.



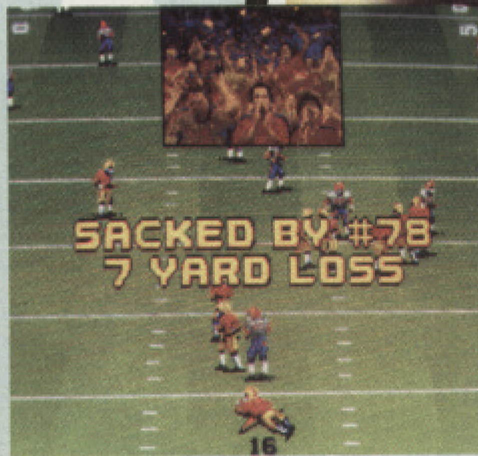




TWO ON ONE

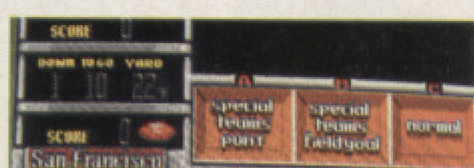
In the original John Madden's Football, if you wanted to play with a friend it was always a straight head-to-head contest. John Madden's '92 retains this option, but also includes the choice to have both players on the same team, with the players controlling a man each and all plays being chosen with one joypad, presumably after both players have agreed on the tactics! This mode increases chances of success and reduces thumps in the face from pals who you've decimated.



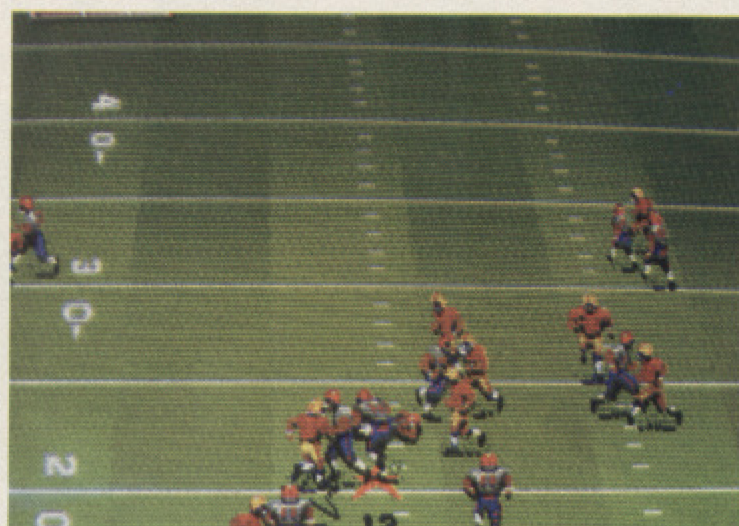


HE STARTED IT NEXT

It's always annoying to have your quarterback sacked or be heinously scored against, so it's good to see that now you can fight back. When play is stopped, you remain in control for a few seconds, allowing you to jump on or headbutt any offending players! The corresponding charge of Unsportsmanlike Conduct earns you a five-yard penalty, but it's sure worth it!







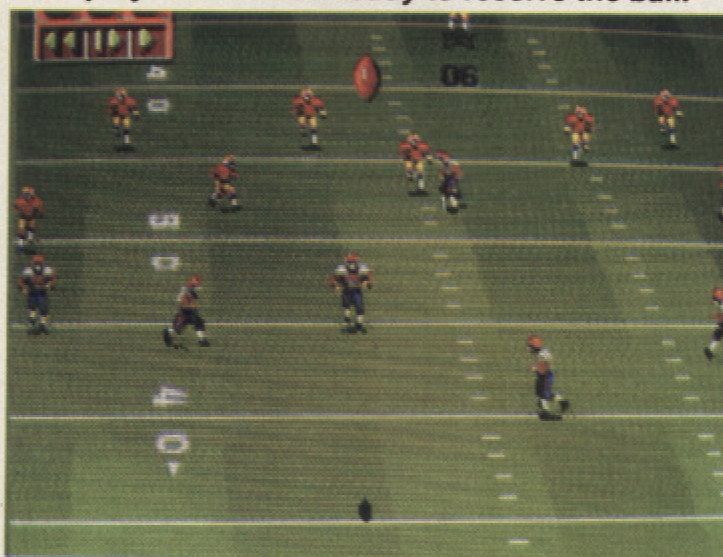
▲ *It's all-out action in this thrilling game. The player in possession is barging his way through opposing players, and a couple of players are just waiting for him to attempt a massive throw!*





▲ *The team in possession are attempting a massive throwing play! The quarterback's running back, readying himself for the throw, while his team mates run headlong into the opposing team, keeping them as far away as possible from the quarterback. Some of the players break off ready to receive the ball.*



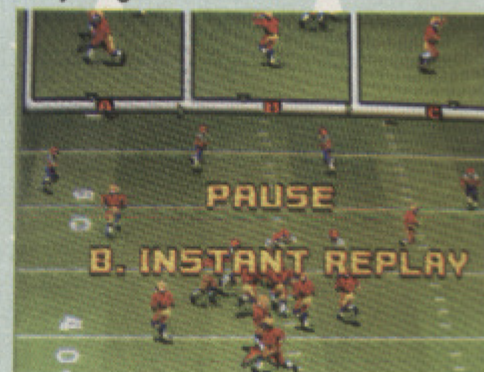




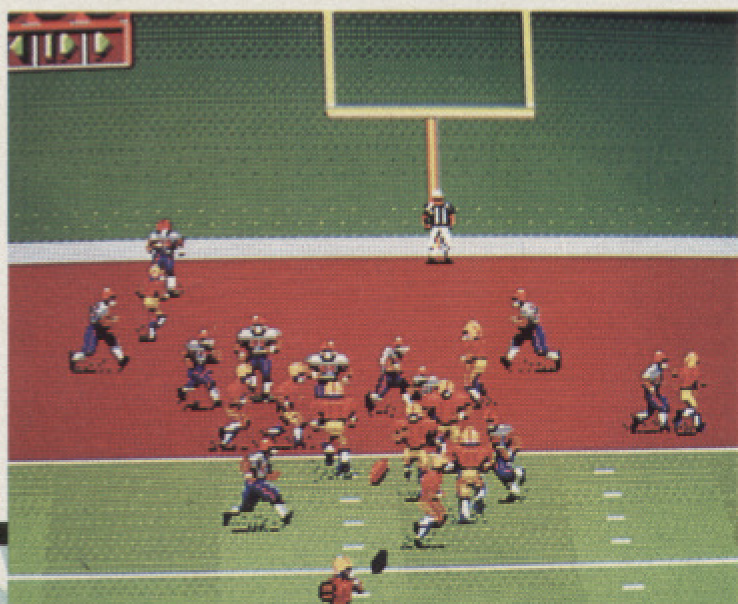
▲ *The replay option can be selected at any time!*

LET'S SEE THAT AGAIN

If you're a proper Jeremy Beadle who just can't resist watching the juicy moments of each match over and over again, you can put away your video, because John Madden's '92 has a replay option! After pausing the game, you can either select a time out or replay. Accessing replay shows the action starting at the last down. From here, you can watch the fun at normal speed, in slow motion or even in frame-by-frame advance! Then, if you feel like watching it all again, just rewind to the start and off you go!



JOHN MADDEN FOOTBALL '92



EAGLE EYES AND GRIPPING HANDS

Players in John Madden's can do pretty much anything which their real life counterparts are capable of. This ranges from faking the snap to diving for a touchdown or to make the ten yards, spinning to avoid tackles, powering out of tackles, punting the ball, jumping to catch the ball or even performing one of eight celebratory dances when a touchdown is scored!

COMMENT



RAD

John Madden's Football was probably the best Megadrive game ever, I say "was" because John Madden's '92 is even better! For a start, the difficulty level has been tweaked so the game provides something of a challenge - especially if you play a weak team against a stronger one. There are yet more options and a greater number of plays. As far as the graphics go, the sprites are slightly smaller, but they're packed with loads of neat touches, such as the quarterback looking around before the snap, and some fab close-ups of the crowd and team celebrating. The sound has also been improved, with a much better crowd noise. To put it simply, John Madden's '92 is one of the best games to appear on any format recently.

NEE-NAR NEE-NAR

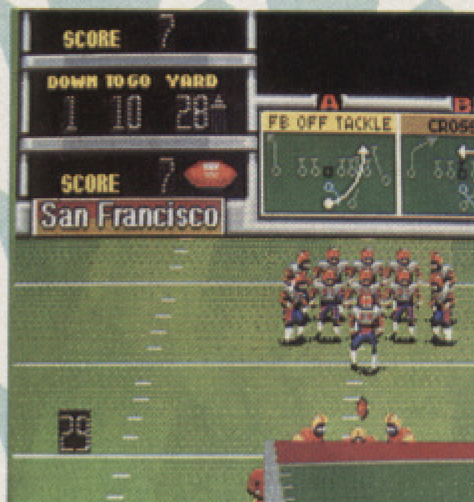
With all the new plays, and, in particular, fouls, it's inevitable that someone is bound to get hurt. Luckily, an ambulance crew are on hand to save the day! When a player is injured, the ambulance tears onto the scene, sirens blazing and whisks the injured party off to hospital. After this, it's a simple matter of choosing a substitute from your lists of reserves and rejoining the game.





ON TODAY'S MENU

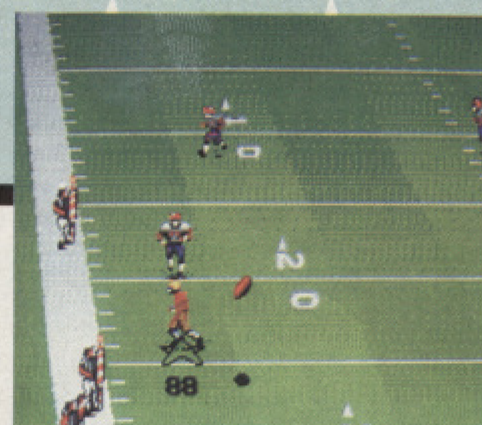
Choosing plays in John Madden is a cinch. The format is the same in either offense or defense. First the player chooses the set, that is, the general style of play he wants to use like passing or wide blocking. Next, the formation is selected, which denotes how the team sets themselves out. Finally, the individual play is chosen, which dictates where the players move to after the snap. There are now 100 plays - all the old ones and some new ones in the form of run and shoot and 3-4 defence.



LEAGUE-ON OF DOOM

There are four ways to play John Madden's '92. There's Pre Season, a friendly game where the going is much easier than in Regular Season, a normal game in which the opposition are far more on their toes. Sudden Death is a tie-breaker match where the first team to score wins the game, and Playoffs is a league set-up leading to the Superbowl!





COMMENT



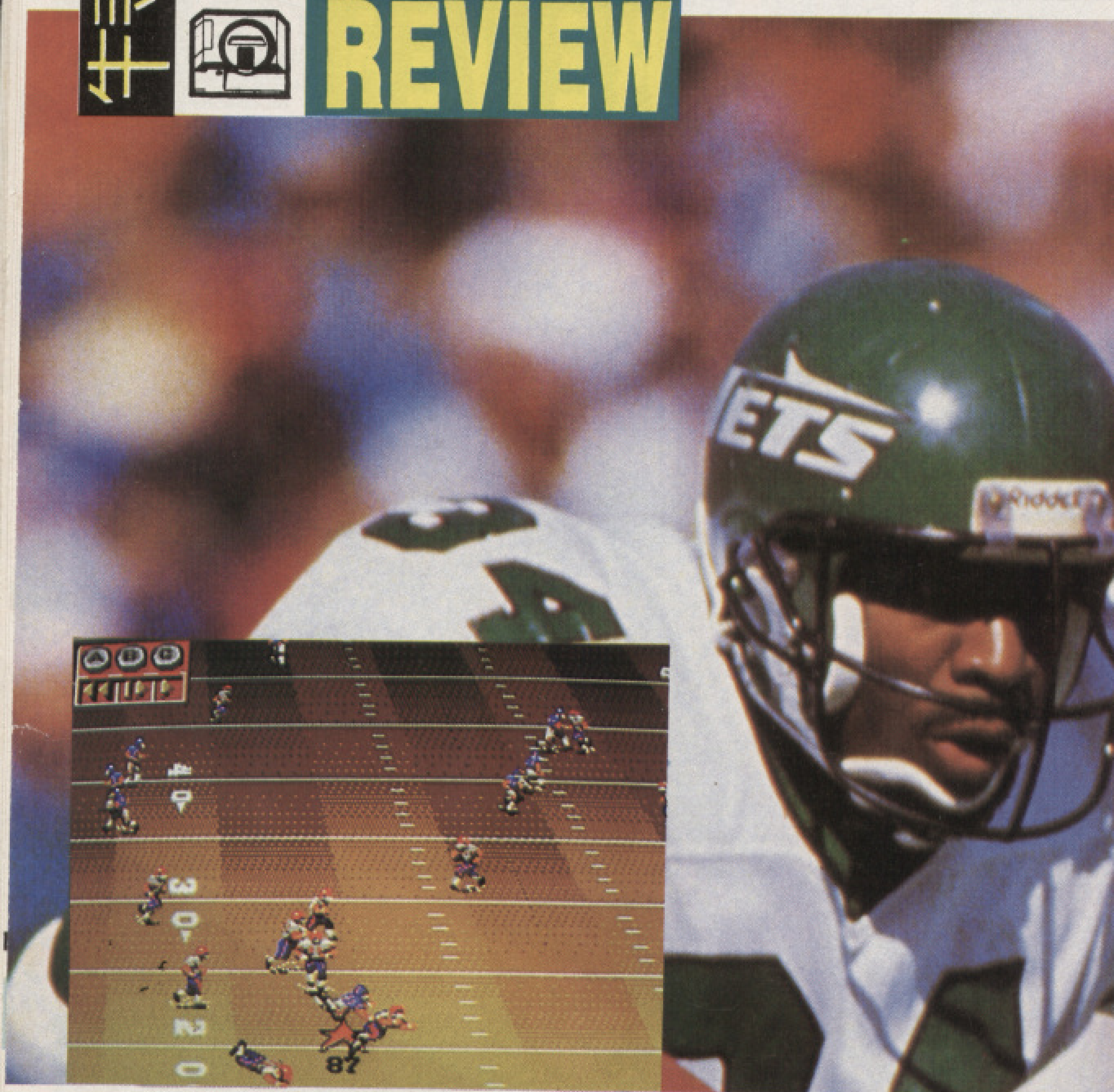
JULIAN

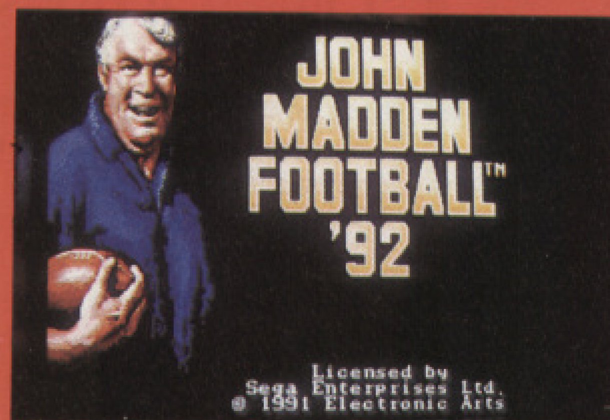
The greatest ever Megadrive sports game has just got even better! Rather than completely rewrite the game, the programmers at Park Place have kept the basic elements that made John Madden's Football so brilliant, and just tweaked the gameplay and added some new features. Some people might be disappointed by this, but personally I'm not - what's the point of fixing something that's not broken? So what's new? Well, there are twelve additional teams, the menu systems are better to look at, there are new presentation points (such as the digitised crowd scene), much more stats information, instant replays and the chance to choose the weather conditions. But to really appreciate the difference between this and the original, you have to play it. The differences between each team are now far more pronounced (you've got some real crap-artists in there), there are different plays, players can get injured and, if you play dirty, you can also get penalised for unsportsmanlike behaviour! More importantly if you're a single player, the computer opponent is a lot faster, tougher and more aggressive; he takes less time when choosing his move and also learns - try doing the same move more than twice! And there's a new two-player participation mode to go alongside the normal head-to-head option. The big question obviously is, is John Madden's '92 worth buying if you already own the original game? Well, if you still love playing it, but want more challenge and new features, definitely. But if you're not so sure, I'd recommend you give this a good go beforehand, just in case you think it's too similar. If you haven't already got an American football game, John Madden's Football '92 is utterly essential.

SHOCK PRICE NEWS

If you're still not sure whether you want to invest £40 in such a brilliant game, help is at hand. The original, which is still a skill game has plummeted to a mere thirty sovs, so cheapo gamers can still get their mitts on a fab piece of software! But if you want the premium product, you pay the premium price.





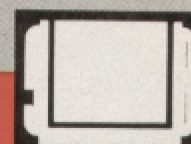


BY: EA

PRICE: £39.99

RELEASE DATE: TBA
GAME DIFFICULTY: EASY/MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 4
RESPONSIVENESS: INCREDIBLE







PRESENTATION 97%

More options than ever before, and outstanding in-game presentation.

GRAPHICS 95%

Fabulously detailed and animated sprites plus great parallax, cut scenes and stills.

SOUND 94%

Brilliant crowd noise, music and realistic effects, as well as plenty of groovy speech.

PLAYABILITY 96%

Even slicker and faster than before. Easy to get to grips with and immediately rewarding.

LASTABILITY 94%

Mountains of teams to play with and against, four different play modes, including playoffs, and a challenging computer opponent.

OVERALL 95%

Better than the original John Madden's Football in every department. What else can be said?

RUN, SNOWY!

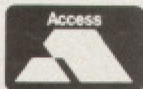
Those of you who loved the different weather conditions of the original will be doubly pleased to see some of the new options. First there's a choice of either a domed or open pitch. Open pitches are at the mercy of the elements, whereas domed ones are able to stave off the ravages of nature. Then there's pitch type: turf or grass. Grass has less traction, especially in snow, but doesn't get so muddy in the rain as turf. Finally, there's the weather itself, rain (causes mud and resulting loss of traction), windy (blows passes and aerial balls off course), fine (totally normal) and snow, which really messes up a game and leaves players sliding hopelessly out of control all over the place.











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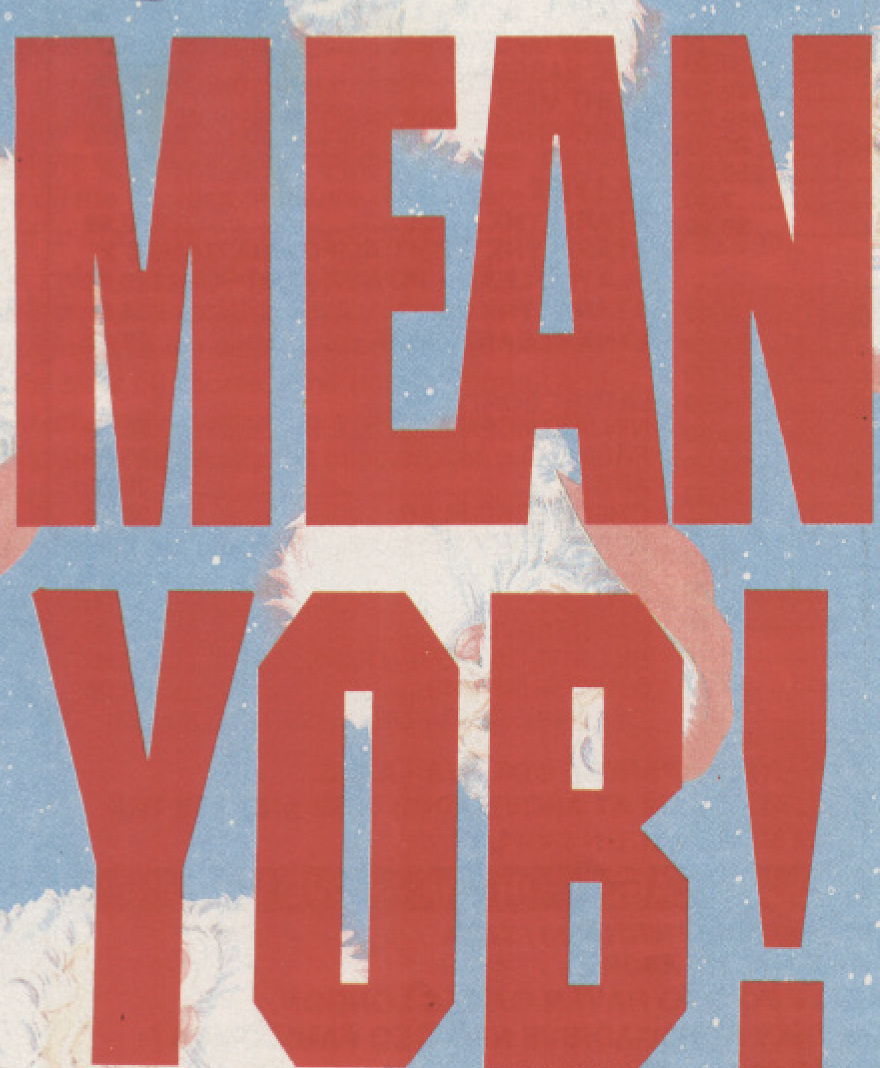
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Christmas is coming,
The YOB is getting fat,
Please stick a letter
In his big, fat sack.

If you haven't got a letter,
A funny pic will do,
If you haven't got a pic,
Then hey! **** you!

Send your stuff to:
YOB'S "MY GRANDAD HONESTLY DIDN'T FART AT THE CHRISTMAS TABLE THIS YEAR" MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

WHAT A WAY TO START THE DAY

Dear Mr YOB,

I would just like to say that Super Famicoms are rubbish, I would rather have a ZX81 than a Super Crummycom. I think your mag is utter cribble dibble and I would rather read a copy of "Mash Potato Sculptures Weekly".

I live in the "Spanner School for the Mentally Mental" in Scunthorpe.

I have built a new console out of leftover bits of bacon rind, it is called the Mega-Blottobog."

It has a pallette of 195 crillion colours. It has 9 zillion channel stereo sound. It is 4096-bit and you can buy it from me for 16p.

Zippy the Pinhead, A mental institution, Scunthorpe, S Humberside

YOB: You've obviously already had too much Christmas cheer. When you've sobered up, I'm sure you'll start feeling yourself again. And when you do, make sure you have some tissue, or you might stain your trousers.

SONIC THE PANCAKE

Dear YOB,

I have committed an act of manslaughter and now I am in fear of the law. It occurred when I was driving my sister's car. I was cruising down a quiet lane, not far from my home, when I heard a squelching sound from under the wheel. I stopped the car and got out to see what I had run over, and there he was, a blue creature, squashed, deadly still. Then it struck me, I had killed Sonic the Hedgehog. I immediately panicked as I knew how much this speedy, spiky mammal meant to Sega.

How could I do this to such a star. I'd bought Sonic the game for my Megadrive and I was looking forward to a sequel, but how could Sega do this without their leading character?

My mind was so cluttered with thoughts I just didn't know what to do. I dropped him into the boot of the car. I wasn't going to let some chip shop owner peel him off the road and chop him up into meat pies. Although he was dead I


▲ *A nice picture here - shame the artist didn't sign it. Doh!*

wasn't going to let a character of such status be reduced to something served in a tray, with gravy and wrapped in newspaper so Sonic is now at the bottom of my freezer (under the garden peas).

I now fear that Sega will hear of this unfortunate tragedy and if that happens I will undoubtedly be sentenced to imprisonment by the high court.

I have told only you of this terrible incident and I can only hope that when Sega realise their spiny associate has disappeared, and is never to return, they will accuse Alex Kidd of assassinating the hedgehog out of jealousy due to Sonic's popularity, which Alex Kidd sadly lacks.

An innocent until proven guilty Megadrive owner, Loony bin for sad and hopeless cases with sorry delusions

YOB: Don't worry - there's plenty of potential for a Sonic the Pancake game. He'll be able to roll along at high speed and slide through really thin gaps. And maybe he could even flip himself over to frighten off the baddies.

TAKE IT EASY

Dear MEAN YOB,
Please explain this question to me, why is it and it makes me sick that Sega keep on making games that are so easy to complete. Take these Megadrive titles: Altered Beast, Strider, Super Hang-On, Golden Axe and yes before you ask I have completed all of them. Even Sega's latest, OutRun is a darn easy mutha to complete.

YOB I command you to enter the Sega head office with your gun and tell them to put a bit more challenge in their games, maybe by cutting a few credits off. I just hope if they release Chase HQ on the Megadrive they don't make a cock up of it by making it too easy.

I hope you understand my order YOB now go forth and hoover their ears off.

Lee Whiting, Norwich, Norfolk

YOB: I know what you mean. We've been going on at Sega Europe for ages about challenge levels; they agree and have been passing our comments onto Japan. From what I've heard, I think that from next year we'll be seeing a marked difference in the difficulty levels of Megadrive games.



▲ *An excellent Star Wars pic from M Stanford!*

WEAKLY MISTAKES

Dear MEAN YOB,
You best put this letter in or I'll kick your ass (but I think you're solid and macho). Anyway, I was reading this other mag called Games X (but we prefer MEAN MACHINES), it said that the Amiga and Megadrive are better than the Super Famicom. And it said that the Master System is better than the NES are these crap facts true?

David Sattar and Ian and Colin Shaw, Warrington, Cheshire

YOB: What do you expect from a magazine written by people who can't write for people who can't read other than mindless tripe?

LOW

Dear YOB,
Hi.

Mr Potato Head, Potatoland

YOB: !

DON'T MENTION IT

Dear YOB,
I would just like to make a few points to those people who write in demanding the £150 prize, without putting anything worthwhile into their letters. Can't they realize that the one true way to not get the £150 is to ask for it? I mean, this letter looks suspiciously like an attempt to bag the money for myself. If I said I wasn't expecting the £150, the reader would automatically assume I was, just because I said I wasn't! And so on. So for those who would like the prize winging their way, just leave out the number £150 entirely. Those who don't are just wasting space that could be filled by a decent, well argued letter.

Huw Beyman, Abergavenny, Gwent

YOB: It's true, if you mention £150 in your letter, you simply won't get the prize - even if your letter is argued with God-like genius. So even though Huw's letter was good, £150 worth of software won't be winging its way to Abergavenny.

WREXHAM IS SADLY CRAP

Dear YOB,
I wish to complain about you putting down the inhabitants of Wrexham. Okay it's small but definitely not boring. It's an okay town - nothing extra special. Here's its good points: Computer games at rip-off prices and WH Smiths and Computer Club. And bad points: Totally rubbish trainer shops where Dunlops are tops!

Anyway I still feel strongly about your remark you sour, bitter, small, smelly sad piece of turd! I will personally see that a hippy called Leigh Harding comes to your house and farts in your budgie's face and then locks it in a vault.

C Jones, Wrexham

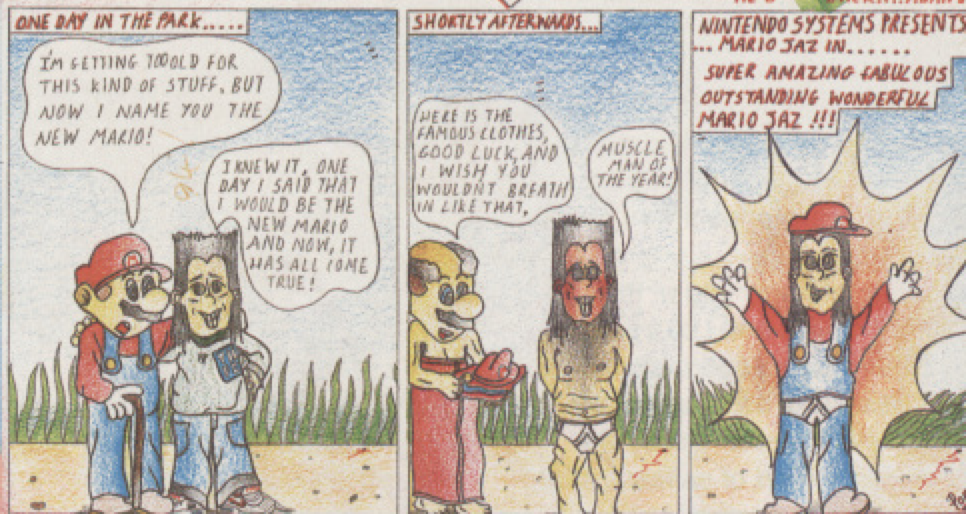
YOB: I've been to Wrexham. I have witnessed the sadness. You have a sad football team, a sad rugby team, a high street full of crappy, sad shops, sad architecture and sad weather - it's always raining. Jaz says Wrexham is alright. Mind you, he comes from Aberystwyth, and any place seems great by comparison!

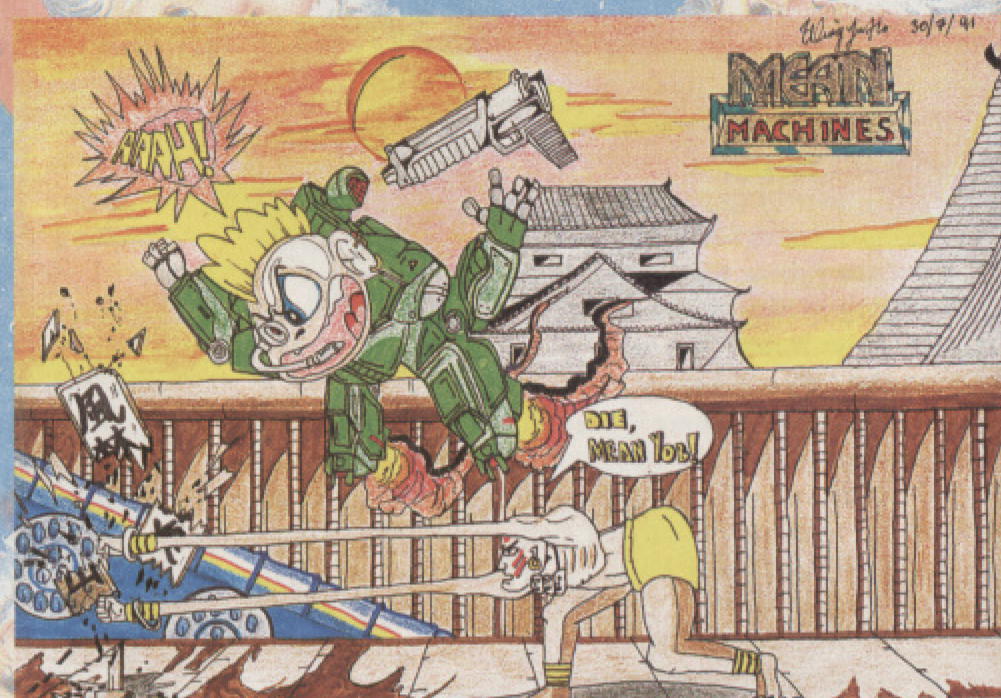


▲ *Mario strikes back thanks to Innes Ranunson from Scotland!*

MEAN YOB!







▲ *YOB versus Dhalsim as drawn by Wing Yo Ho!*

CRASH!

Dear MEAN YOB,
I am a proud owner of a Megadrive and I have three games - Altered Beast, Sonic the Hedgehog and Strider. I was playing Sonic the other day when a strange and weird thing happened. I had just completed the first stage of the labyrinth zone and as I jumped over the finish post I accidentally pushed button C and down the screen said "illegal address 000000", and every time I pressed the restart button the place where the zeros had been the number had gone up also the music carried on by a frame. Once the number had gone up to 200000 in multiples of 2000 none of the controls worked so I had to reset the game. Please, please could you tell me what it was.
Neil Oughton, Lancaster, Lancs
YOB: Basically, you found a flaw in the Sonic program; a bug as it's commonly known. It happens very, very rarely. What occurs is that the program can't cope with a particular action happening under particular circumstances at a particular time, and it all screws up. Don't worry, the chances of it happening again are minimal - even if you try to do it deliberately.

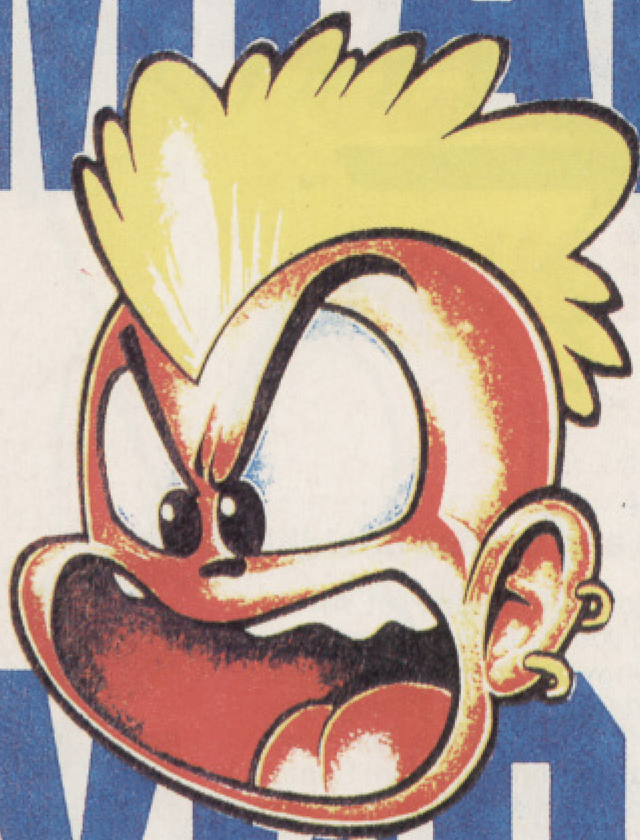
DUTCH TREAT

Gegroet dear Miereneuker
My name is Boer Harms but friends call me Wilco. Right now, I'm sitting in my windmill staring out of the window, looking at the ever-grass-eating cows. Being a farmer in the country which unfortunately lies next to Germany may sound great but at the moment I feel like being kicked by a couple of wooden shoes wearing Manchester hooligans. What's up, you're saying? Well, while riding my bike to get some Edammer-cheese at the nearest Tic-Tac-Toe shop (only Dutch readers will get that oh-so-funny joke) I saw a weird mag laying next to the dike. I took it home and although I found it hard to understand, I was really happy after seeing an advertisement concerning the Megadrive. So I cruelly kicked my wife (now don't say I'm rude, it's a tradition here!) and lots of money fell out of her oversized bra. Well, collecting the coins made me quite rich so I sended an order by milk-bottle and recieved a Megadrive. But, to be honest, this far I couldn't really enjoy the flippin' thing! I hooked up the system as shown in the manual but had no idea where to plug the "adaptor" into. And even if I had, I still think you British are so unfair I'd almost cry and say something unfriendly like "rotten-cheese", "stupid-dyke" or "crap-windmill"! In your mag you show brilliant screen shots but in real life the screen is just as big as half a peanut, it's red, round and sticked to the machine. I think you might call it your "power-light" but only God knows what that word means. Hellup! Do you know where to stick the adaptor and why? What's the meaning of those weird-shaped holes at the back (rf-out, av-out)? And what the hell is a television? They say the gameboy is much smaller? To get our dearest YOB, who changed his name 'cos he's ashamed of being a gay, into a I-will-try-to-answer-smart-questions-for-once mood I hereby send you some fine Dutch cheese. Like it?
Wilco van Basten, Almere, Holland
YOB: I'll give you something if you try and out-Dutch me again, you stupid Edam-for-brains. And learn to speak English before you write again.

A RIGHT DICK

Dear MEAN "farty pants" YOB,
Why are you a twit?
Ricky Dhanda, Southampton, Hamps
YOB: I hope you don't choke to death on the 5p piece in your Christmas pud. I'd be really upset. Honest.

MEAN YOB!



OH NO, NOT ANOTHER WREXHAMITE

Dear YOB,
You fat flatulent git. I draw your attention to a letter printed in issue 13, where you stated that a lad who was so crap that he was gifted with the talent of a baboon's fart being pushed round Marks and Spencers in WREXHAM on a Wednesday afternoon. Point one, Wednesday is half day in Wrexham you crippled spaz, so you couldn't push anyone around Marks and Spencers on a Wednesday afternoon. At this point I will tell you that you have the humour of a fart in a wet-suit and about as popular as Dot Cotton's underwear in the high street. Point two, it sounds as if you were taking the mick, you nasty man. So apologise by making my letter the star letter and sending me the money. Or I will come round personally and chop your head off with my dad's machete, season it and scoff it down with my tea, ha, ha, haaaa!
Paul Minson, Wrexham, Clwyd
YOB: Are you called Minson because you're always mincing around like the gay fellow you are? Who knows? Who cares? But one thing's for sure, if you're an average Wrexham resident, I'm glad that I live 200 miles away.

LESS TALENT THAN AN AVERAGE FART

Dear YOB, you poof!
Here is a rap for you to try-

Yo! YOB in the big green suit
You better give me all your loot!
Because if you don't give me all your cash
I'll come round to your house and your
Head I'll mash!!

Hope you like the rap you skinny little toad.
Flab Head the Martian, Bolton
YOB: I hope Santa brings you exactly what you deserve for Christmas. A sackful of steaming turd.

DELUDED MAMMARY HEAD

Dear YOB,
I'm the mean Jon and I remember your face from the elite space training academy. I was the one dressed in the blue battle suit the same kind as you. I remember you as one of the meanest, toughest soldiers even when you were a rookie. You were a bit of a sod but nobody would say it to you face to face. I bet you're thinking you want to kill me but you can't. You don't know my address but I know yours so there and you better print this letter or I'll blow you into smithereens with my new 100 watt ultra phased plasma rifle.
Sergeant Major Jon, Portslade, Sussex
YOB: Sergeant Major Retard, don't you mean?

PESSIMIST OF THE YEAR

Dear MEAN YOB,
With the increasing amount of software support for the Megadrive, it is becoming more and more frustrating to see the overall standard decrease.

Sega obviously aren't concerned about the quality of the software, nor the playability, or games like Last Battle would never be released.

Problems will begin when the Super Famicom is released next year. Every single Super Famicom import receives ecstatic reviews, and in the conflict that will ensue between the Megadrive and the Famicom the one with the best software will be the winner.

Sega software comes off second in all departments at present, and I'm not talking about graphics or sound, that's not important (as Super Mario 3 proves). Playability is what counts.

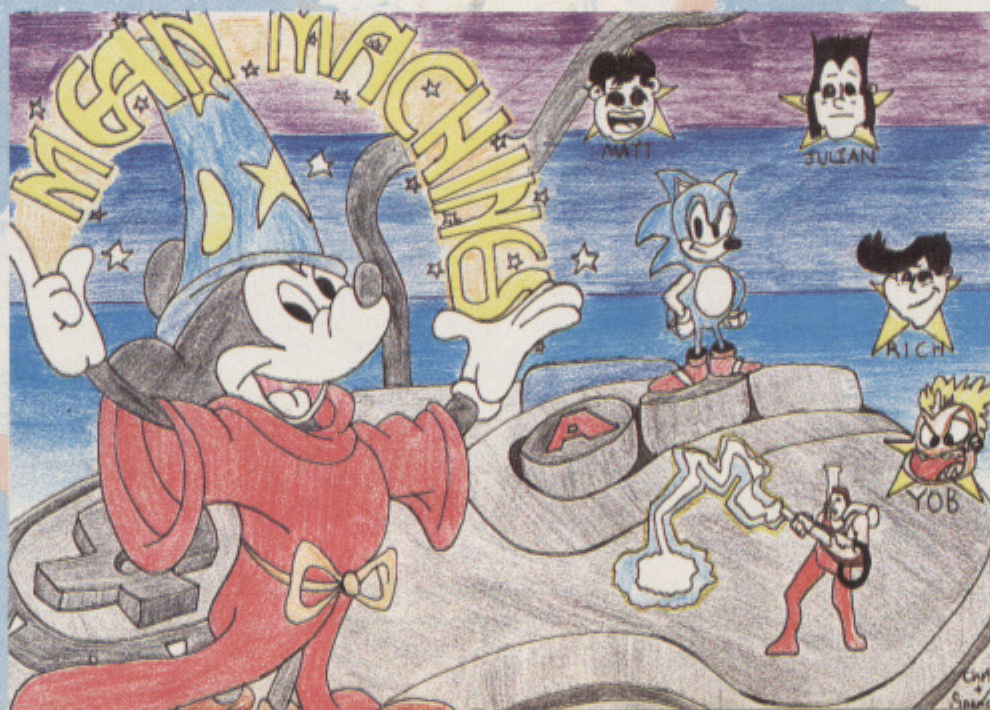
Sonic the Hedgehog v Mario Bros

Streets of Rage v Final Fight

Thunderforce 3 v UN Squadron

Need any more examples of the second rate software being released? I thought not. Megadrive games are good, but Famicom games are better.

Sega pull your socks up, before Nintendo pull your trousers down.
Anthony Stevens, Southend-on-Sea, Essex
YOB: I think you're being very negative. What you forget is that when the Super NES is officially released, the first lot of official software will be games like F-Zero, Pilotwings, Mario 4 and Super R-Type - which will all be between a year and 18 months old by that time! During this year Megadrive software will just get better and better - look at what's happening now with games like John Madden's 92, F-22, Robocod, Road Rash, Gynoug and Ice Hockey! By the time the Super NES is released there'll be truly amazing Megadrive stuff which can compete with the best Super Famicom stuff, including Super Kick Off, Streetfighter II and the biggest and best thing yet - the CD-ROM! Don't be so pessimistic.



◄ *Christopher Halverson-Fry and Spencer Lee drew this.*

Q+A



They might have tinsel wrapped around them, and they might be hung with jingle bells, but they're still Jazza's most magnificent special answering trousers and they're still capable of boosting his question-answering abilities to near God-like status. If you've got questions that need answering, write to: I'VE GOT A VERITABLE MANDELBROT SET OF QUESTIONS FOR JAZZA, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

...POOR SANTA

Dear Jazza.
I have some tremendously exciting questions to ask you about the Super Famicom:

1. What should I do if my Super Famicom joypad buttons are sticky and do not come up when you squeeze them? Can I use anything to free the buttons?

2. Are these games coming out for the Famicom: NARC, Streetfighter II, Carrier Airwing and the Turtles coin-op conversion?

3. When will the CD-ROM unit be coming out for the Famicom and will Mario 5 be on it?

4. Are SCART Famicoms better (and more reliable) than PAL Famicoms?

Thank you, I must go now.
Richard Bishop, Epping, Essex
JAZ: 1. Ugh! What have you been doing over your joypad to get it all sticky and horrible? My advice is to carefully take it apart, clean all the smeg out and put it back together again. If it still doesn't work, buy a new one. 2. No. 3. Next year some time, and maybe. 4. Yes.

RUDOLPH THE RED KNOWS RAIN, DEAR

Dear Jaz,
I'm soon to be the owner of a Game Gear and would be grateful if you could answer the following questions:

1. Will any good beat 'em ups be out for the Game Gear this year?

2. What does the TV adaptor do and is it worth getting?

3. Will you review Game Gear games in your magazine please?

4. Will Japanese/USA games work on UK machines?

5. Why are Japanese/USA games cheaper than UK games?

6. Can you please review a new game on the market called Shinobi?
Austin Patterson, East Boldon, Tyne & Wear
JAZ: 1. GG Shinobi is great and it's already out. 2. It turns your Game Gear into a mini TV. I don't know the price yet, so I can't tell you whether or not it's good value for money. The other thing is I don't know whether or not you'd need a TV licence for it - if you do it'd be a major bummer. 3. We do - occasionally. 4. Yep. 5. Ask Sega, not me. 6. We reviewed Shinobi earlier this year.

FROSTY THE SNOWMAN...

Dear Jaz.
Normally your Q+A page is full of informative questions and replies. However, these get a bit boring after a while so I am going to liven up these few pages.

1. What would happen if I threw my Megadrive out of the window and ran around my room screaming?

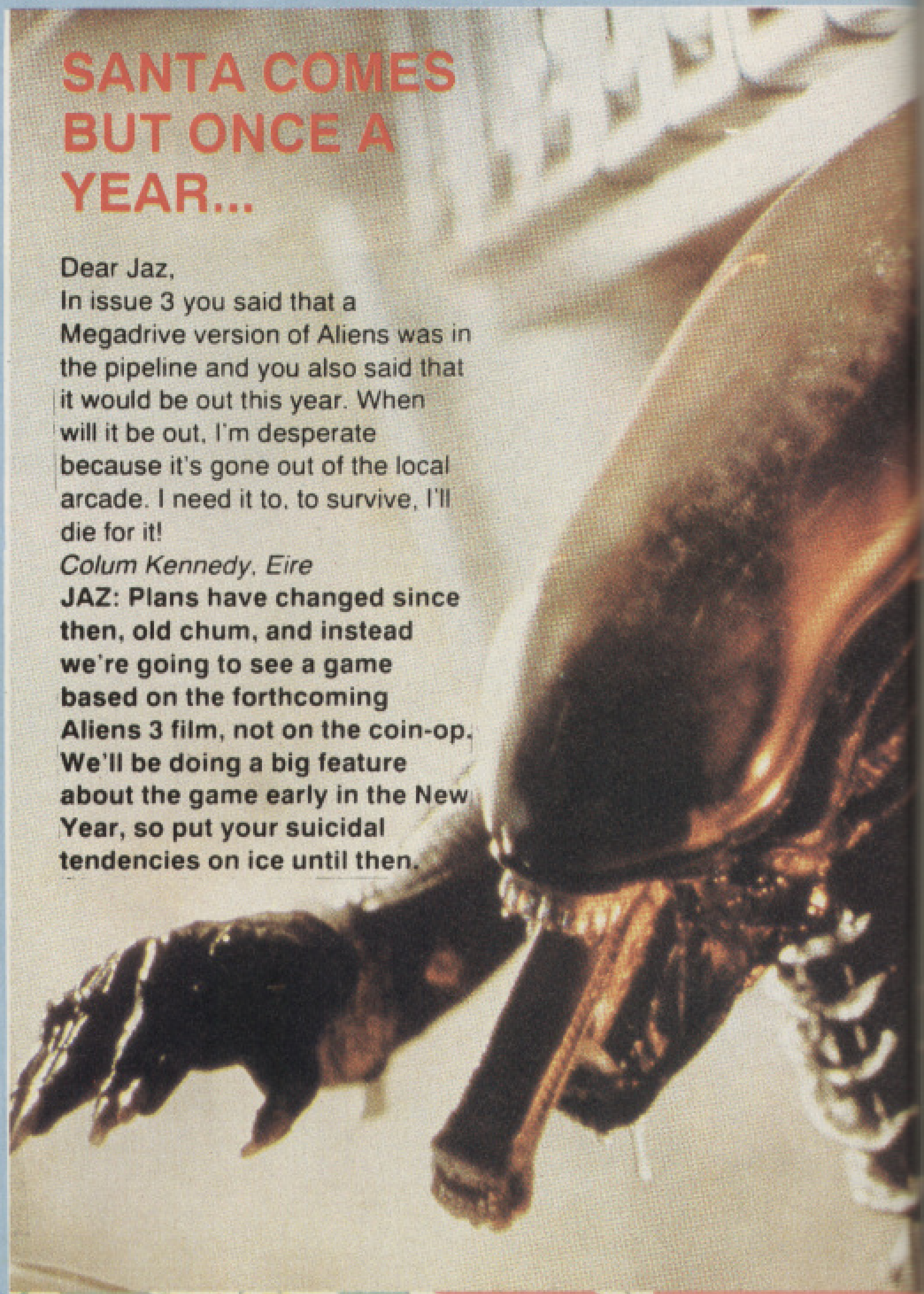
2. How many cartridges can you fit up your rectum (my record is 59, but then again, I am a sad man)?

3. When will my crap questions stop?

That's it. Please answer the questions or I'll end up with a very sore rectum.
Mark Richardson, Benwell, Newcastle upon Tyne
JAZ: 1. The men in white coats would come along and take you away. 2. I've never tried, you sad man. 3. Right now.

...BOTH JOLLY NICE PUBS

Dear Ace Jazza,
I am a proud Nintendo NES owner and I am getting WWF Wrestlemania Challenge for Christmas (hopefully). I got really



SANTA COMES BUT ONCE A YEAR...

Dear Jaz,
In issue 3 you said that a Megadrive version of Aliens was in the pipeline and you also said that it would be out this year. When will it be out, I'm desperate because it's gone out of the local arcade. I need it to, to survive, I'll die for it!
Colum Kennedy, Eire
JAZ: Plans have changed since then, old chum, and instead we're going to see a game based on the forthcoming Aliens 3 film, not on the coin-op. We'll be doing a big feature about the game early in the New Year, so put your suicidal tendencies on ice until then.

excited and couldn't wait until I saw the Power Glove. I thought and thought which one I should have. Which one would you have?
Colin Holmes, Weston Coyney, Stoke on Trent
JAZ: As I've said before, the Power Glove is a really neat idea, but there are only a few games available for it, and Mattel aren't making any more. So therefore it isn't worth getting.

HARK! THE HERALD ANGELS SING...

Dear Jaz
1. When will Teenage Mutant Ninja Turtles coin-op be out on the Sega Master System?
2. When will the Simpsons coin-op be out on the Master System?
3. When will Sonic the Hedgehog be out on the Sega Master System 'cos I am bored with the same boring games for the Sega Master System. If none of these games come out I'll be sad.
Ben Dodson, St Neots, Cambs
JAZ: 1. The 12th of Never. 2. Two days after Turtles. 3. It's out. It's about. So grab one with your snout.

COME ALL YE FAITHFUL...

Dear Jazza-matic,
I have just bought a Sega Game Gear and I would like to ask you a few questions
1. Can you run Japanese carts on an English Game Gear?
2. Is it worth me buying a Master Gear convertor?
3. What is Golden Axe like on the Game Gear?
4. Will Final Fight come out on the Game Gear?
David Hughes, Tewkesbury, Gloucestershire
JAZ: 1. Yes, yes, a million times yes. 2. Yes, if you've got loads of Master System games. 3. Dunno - nobody's seen it yet. 4. No way jose (and that's pronounced ho-say, no jo-zee).

...HAS HE GOT SNOWBALLS?

Dear Jaz,
I am the proud owner of a Sega Megadrive, but I have a few questions which nobody can answer for me (except you I hope!).
1. When will the CD ROM be out to buy in the UK at the earliest?
2. How much will it be?
3. Will it make the Megadrive as good as or better than the Amiga and Super Famicom?
4. Will it be able to handle games like Dragon's Lair (graphically and sonically)?
5. And finally, can it play normal music CDs?
Trevor, Romford, Essex
JAZ: 1. Around September - but maybe earlier if Sega change their minds. Keep reading the mag for more info. 2. About £299.00. 3. Much, much better than both. 4. Yep. 5. Yessireebob.



THE HOLLY AND THE IVY...

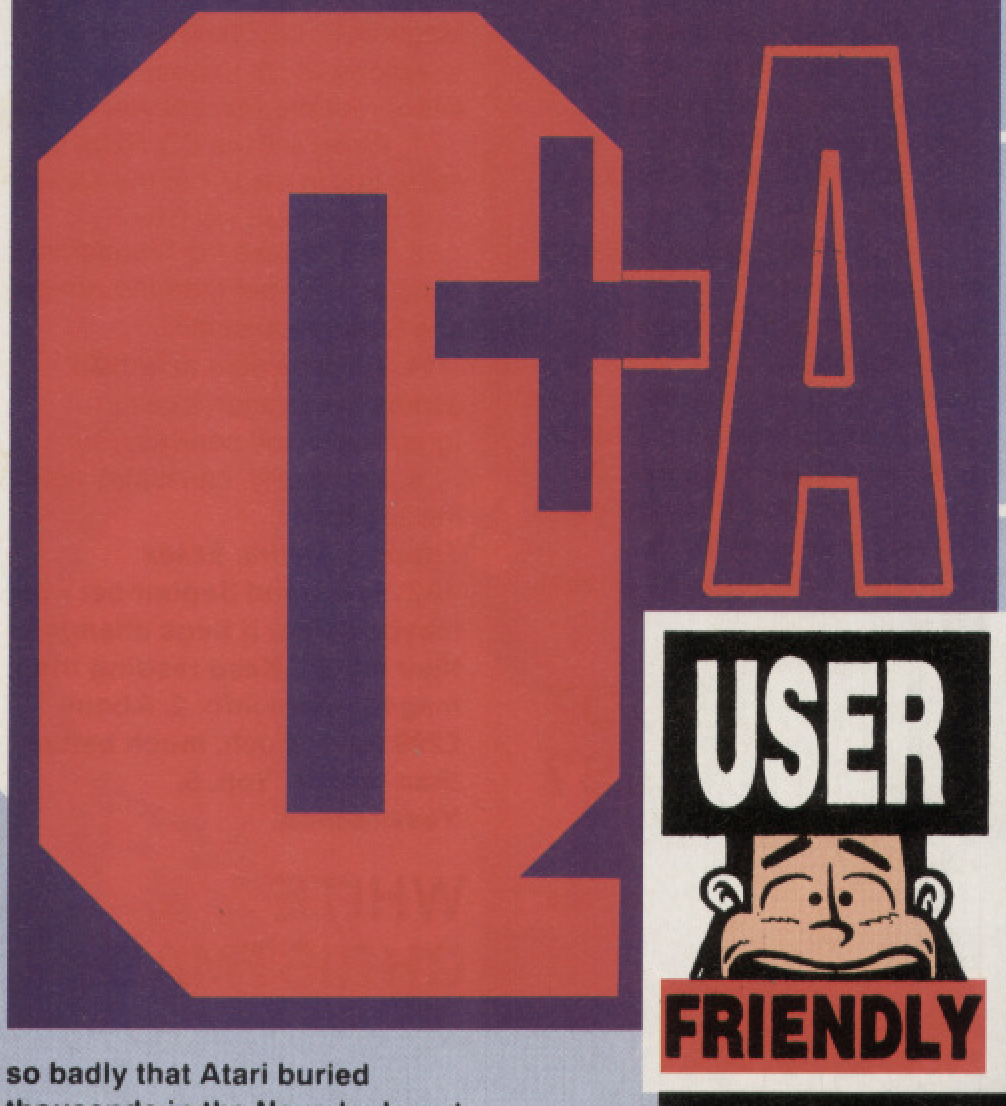
Dearest Jazza,
I am thinking about getting a Super Famicom and would like some questions answered.
1. Is the Super Famicom (SNES) compatible with the 8-bit NES games?
2. If so, does that mean that the imported Famicom is only compatible with Japanese NES games?
3. Are any of these games being released for the Famicom - Pitfighter, Mercs, Streetfighter 2, Chase HQ or Chase HQ 2, Aliens.
I would be eternally grateful to you if you could clear up a small problem. The problem is that some prat in Dixons told my parents that cartridge-based games (especially Nintendo games) automatically erased themselves once the game is completed. I told my parents that this was not true and the woman was just trying to sell them an Amstrad GX4000, but parents always know best, don't they? Could you prove them wrong?
B Reddie, Somewhere in Scotland
JAZ: 1+2. No. 3. Yes, no, no, no, no, no. Dear Reddie parents, the person in Dixons was talking an absolute heap of rubbish. Do videos erase themselves when you've watched them? Do CDs or records? Of course they don't, and neither do cartridge games.

WHITE CHRISTMAS...

Dear Jaz
I own a C64 and I should be getting a Master System II for Christmas, but I am a bit confused about a few things.
1. Do all the Master System games work on this machine?
2. Are Revenge of Shinobi and Shadow Dancer available for it?
3. I am buying my Master System II from Index. Will this shop supply me with everything to immediately set it up to my telly?
4. Is the Master System's future looking good?
Sheky Jock, Paisley
JAZ: 1. Yes. 2. Revenge isn't, but Shadow Dancer is and will be out in January. 3. Yes - everything you need is already in the box. 4. Yes.
be out in January. 3. Yes - everything you need is already in the box. 4. Yes.

OR BLUE CHRISTMAS

Dear Jaz.
Is there a game on any console which is so crap that it has got under ten percent.
Matthew Copley, Pudsey, Yorks
JAZ: There are a couple of Atari VCS games that are so utterly, horribly crap they'd be lucky to scrape into double figures - ET and Indiana Jones are two that spring to mind. In fact, both were so extremely crap and sold



so badly that Atari buried thousands in the Nevada desert. I can't think of any Master System, NES, Megadrive or Super Famicom games that would be marked so low.

WHILE SHEPHERDS WASH THEIR SOCKS

Dear lovely Jazza,

Now I've been nice to you and called you "lovely", please answer these questions because I can't get a Super Famicom until you do. Here they are.

1. Where would you say that I could get a SCART TV, one that you can watch telly on and play games?

2. Once I've got a SCART TV and a Famicom, what leads do I need?

3. Will UK Famicom games (when they're released) be compatible with a Japanese machine?

4. My dad says that if you plug a SCART TV into UK mains it blows up. Is this true?

5. If it is, what should I do about it?

Simon Field, Eastleigh, Hants

JAZ: 1. Dixons, Currys, Rumbelows... any shop that sells TV sets - ask a salesman for one with a SCART or EUROCONNECTOR socket. 2. You should get everything you need with the Super Famicom. 3. I doubt it. 4. No it's not. What a silly thing to say...

...'COS YOU'VE WORKED SO RUDDY HARD

Dear Jaz,

I am a proud owner of a Megadrive, and so is my friends, so it would make my day if you will please answer our questions.

1. Has the GX4000 got the same amount of colours as the Megadrive and is it better than the Megadrive?

2. If you put the CD-ROM and the Megadrive in one how many colours will it have?

3. When will R-Type come out on the Megadrive?

4. Does the Megadrive have better graphics than the Amiga 500?

5. Is it true that there is a 32-bit hand-held coming out?

Christopher Farrell, Middlesbrough, Cleveland

JAZ: 1. Of course it isn't, you steaming nit. 2. The same. 3. Never. 4. Theoretically no, but generally yes. 5. Yes, in November 1998

JINGLE BELLS, GARY SMELLS

Dear Jazza,

I own a Gameboy and think it's quite good. But I will soon be getting a Sega Megadrive. Now I'm over with the boring bit please could you answer the following questions;

1. What is the best beat 'em up game for the Megadrive?

2. Will Nintendo ever bring out budget games for the Gameboy?

3. What would you say are the best games for the Megadrive and Gameboy?

4. Why have you got a funny name?

5. Is MEAN MACHINES the best mag around or am I a baboon?

Tom Robinson, Fareham, Hampshire

JAZ: 1. Streets of Rage. 2. No. 3. John Madden's Football '92 on the Megadrive and Tetris. 4. Why have you got a monkey ass. 5. MEAN MACHINES IS the best mag around AND you're a baboon.

GREATEST TEAM

Dear Jaz,

Please will you answer these questions;

1. A few issues ago in CVG, it said there was an Iron Maiden game coming out. Is this true and when will it be out?

2. Will it be out on the Megadrive?

Brian Waldock, Blackpool, Lancs

JAZ: Up until very recently, several companies were looking into the concept of an Iron Maiden game, but unfortunately nobody actually signed a deal with the band, so there won't be one.

GOD REST YE MERRY GENTLEMEN...

Dear Jazza,

I am soon to be the proud owner of a Super Famicom and hope that you (and of course your super overworked, underpaid answering trousers) can help me with the following questions:

1. Are the newly released American SNES carts compatible with my Super Famicom?

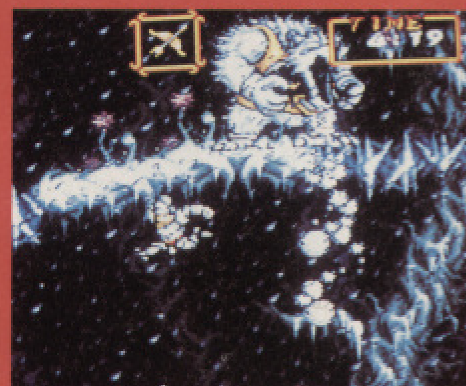
2. If not, is there anywhere that I can take my Super Famicom to be converted to play the Super NES games?

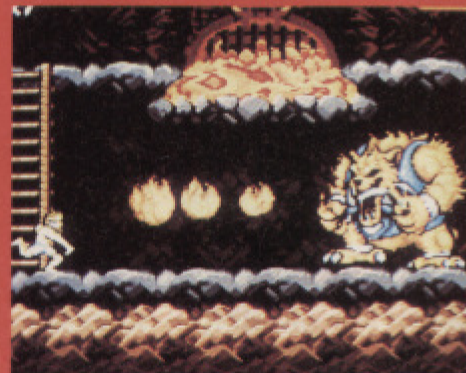
3. Which five games would you recommend me to buy for my Famicom?

4. Back in issue 9 of Mean Machines I read about the release of PGA Tour Golf, Lakers v Celtics and John Madden's Football for the SNES and wondered when they are available on import (if the answer to 1 or 2 is yes)?

Ian Simons, Bristol

JAZ: 1. Yes, if you file a bit of plastic away, they can be plugged into a Japanese NES. 2. Converters are available from most importers, if you're not quite sure about doing the job yourself. 3. Mario IV, Pilotwings, Final Fight, Super Ghouls 'n' Ghosts, UN Squadron and Castlevania IV. 4. Around the middle of next year.









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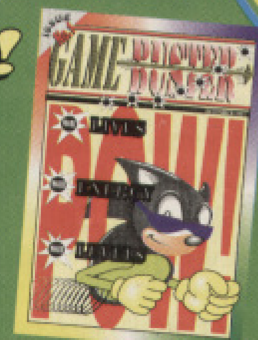
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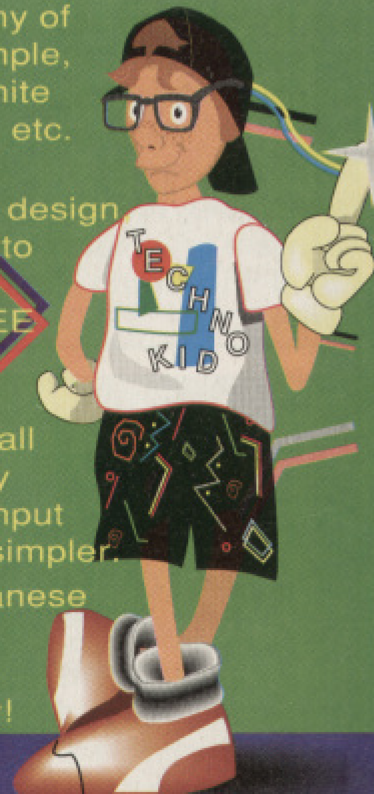
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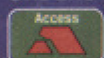




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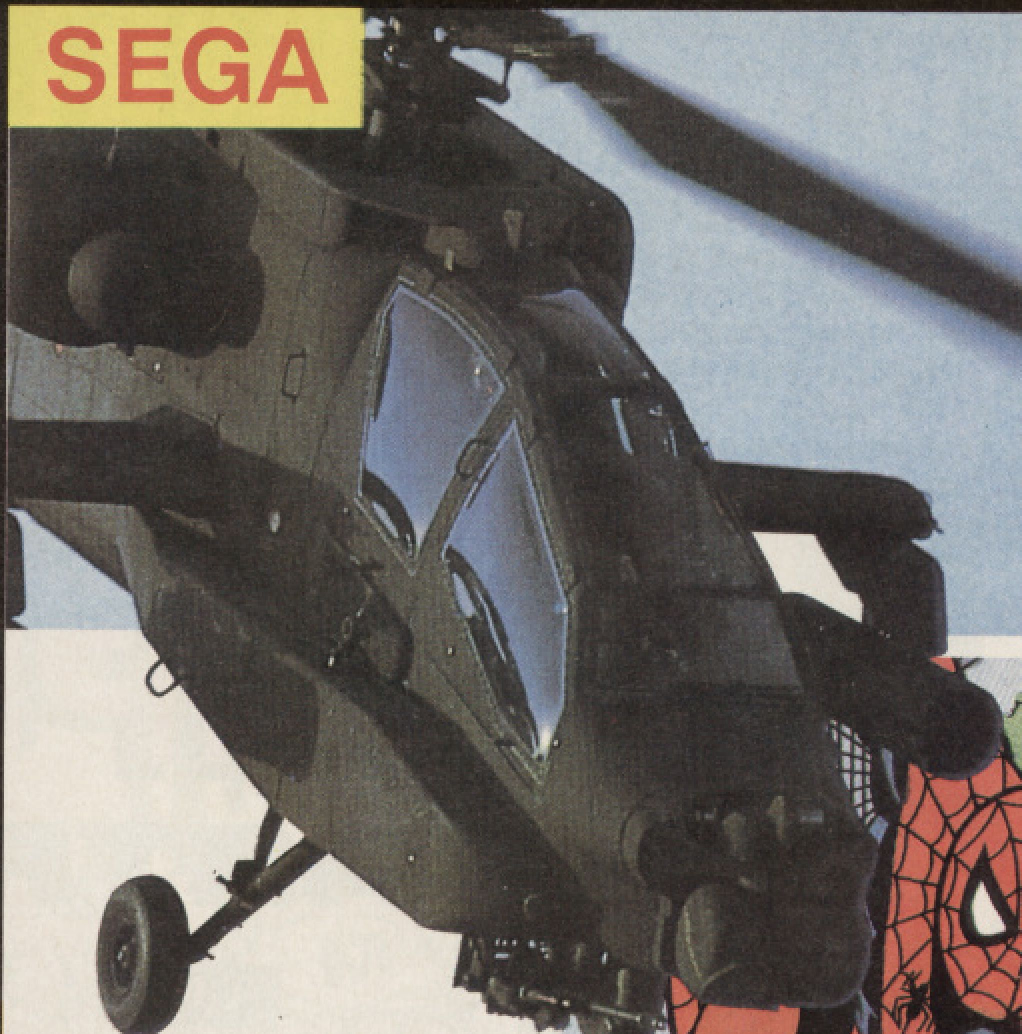
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TIPS

SEGA



CHOPLIFTER

Dick Christian from somewhere in the region of Cromer near Lowestoft sent in a veritable mound of Master System cheats old and new, some of which are printed here. For this ageing, but still pretty fabby game, press **UP, DOWN, LEFT,** and **RIGHT** on the title screen. If all goes well, you should enter the select screen. However, repeat the joypad exercise and a level select magically appears - cor!



Yo! Festive greetings to the mega Christmas tips section - packed to the brim with yummy cheats, tips, and maps for a multitude of games! Cor! Look out for a super Megadrive Spidey tips guide, as well as a cool Starflight lowdown! Sega Master System owners aren't left out either, 'cos there's a great Heroes of the Lance maps extravaganza! If you've got anything to add, send it in to MEAN MACHINES TIPS, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU! Remember, there's a £150 software prize for the best tips o' the month - so get scribbling!

POWERSTRIKE

Yet more Dick Christian malarkey, this time for the elderly vertically scrolling shoot 'em up. Dick reckons that for ten lives you should follow these instructions to the letter. On the title screen, press **DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, BUTTON 1, BUTTON 1**.

SPIDER-MAN

Two of the end-of-level bosses hide the keys Spidey needs to disarm the bomb. The Lizard's key is found just by walking to the far right of the playing area and falling down the trap laid by Lizard. The next level is marginally more difficult. Electro has his key guarded by a number of electrical generators. The solution here is to travel up *through* the generator poles rather than web-slinging around them. The pattern for the bursts of electricity remains the same with each generator, thus making it possible to guess when its possible to spin the next web upwards. For Sandman, just stay near one of the fire hydrants and wait for him to approach. Punch the hydrant and Sandman's washed away, leaving just his key behind!

MEGADRIVE

ONSLAUGHT

Here's a tip for that sad beat 'em up cum exploration game, Onslaught. Type in all zeros at the password option and you are automatically given nearly every square on the map except the mountainous terrain. To get these, defeat the guardians in the temples, keep pressing right and firing and they shouldn't pose too much of a problem. Roy Wallace sent that in tip, and he hails from Craigarad in County Down.



DECAPATTACK

Joining in with the festive spirit of giving, the lad Radion Automatic has seen fit to fill you in with all you need to know about the items and potions in Decapattack - what a star!

RED POTION: 10 second wave smart bomb. Don't use this when you're jumping around on platforms as it will make it more difficult to judge your landings correctly.

BLUE POTION: 10 second shield bubble. This still won't protect you if you drop into a pit of lava.

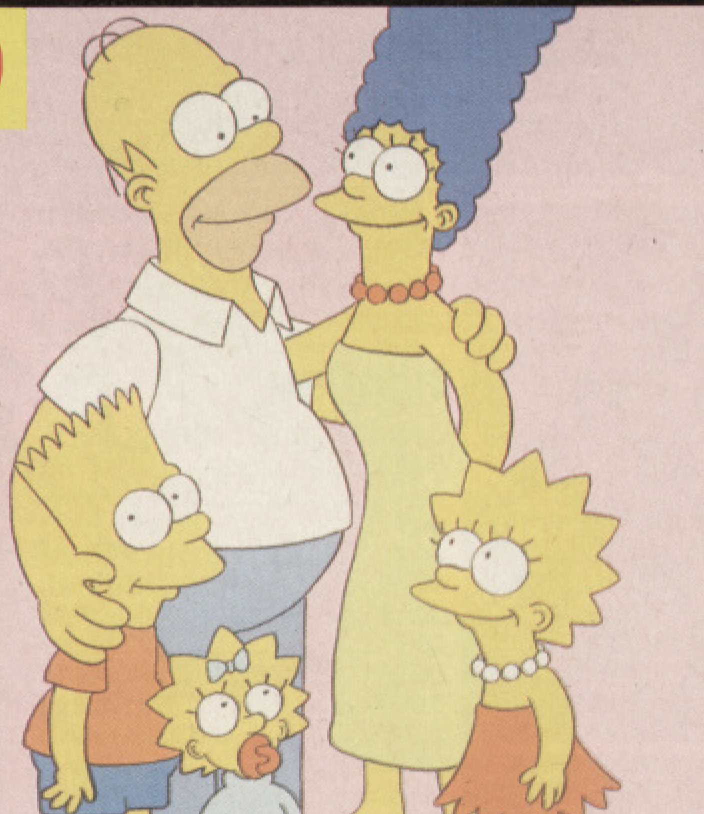
YELLOW POTION: Drinking this endows you with the power to fire one bolt of energy. This is also effective against boss guardians, so they're best saved until the end of the level.

TEST TUBES: These improve your speed and jumping ability, but only slightly.

NINTENDO

THE SIMPSONS

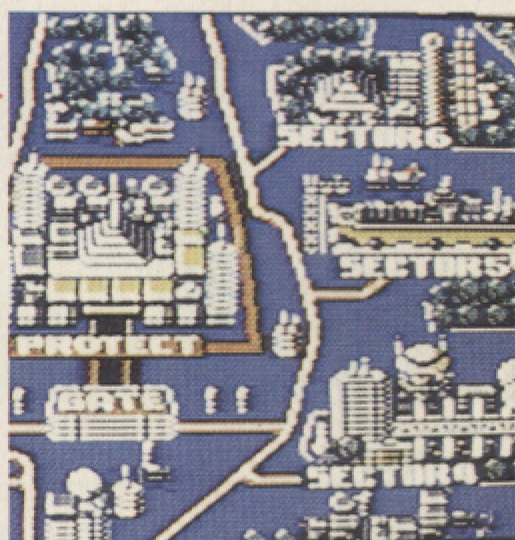
Here's what must rank as quite a fascinating tip for one of Gary's fave Nintendo games. Who sent it in remains a mystery, but whoever you are - thanks! On the third level, enter the first building and walk to the first platform under the air pipes, just wait until coins start shooting at you! For every fifteen coins you collect you are awarded an extra life. Yikes! Also, to access the sound test, shoot a rocket at the E in the Kwik E Mart sign (this sound test cheat comes from Spencer Ohm from Dudley in the West Midlands).

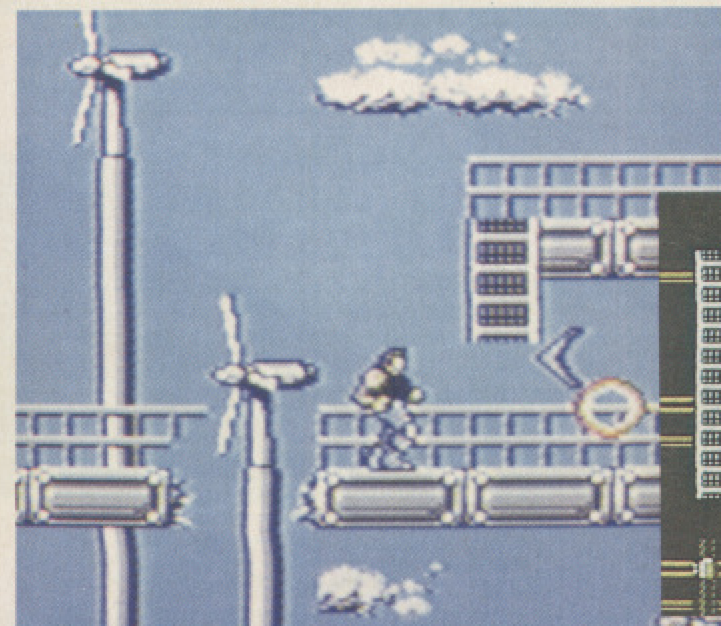


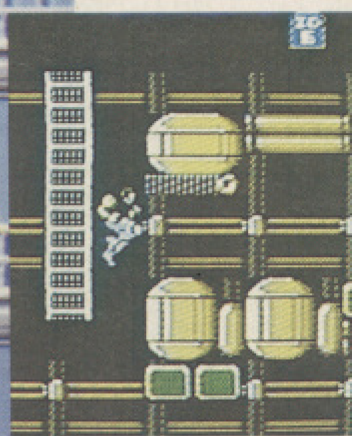
POWER BLADE

A veritable festive bonanza here for Nintendo owners - some mega passwords for this graphically retarded but still pretty brill platform game. So, if you're a bit of a spaz at the game, try these out!

LEVEL TWO: B2712209
LEVEL THREE: G3784JD2
LEVEL FOUR: 6843DI2F







LOW G MAN

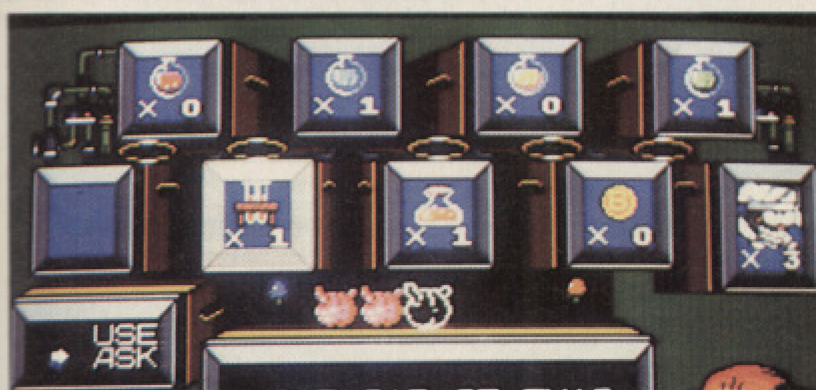
If you've been lumbered with this game for Christmas, try out this little cheat for some extra low gravity-related festive frolics! To begin with eight men in Low-G Man, enter the password **LOBB**. This password also gets you a full set of weapons on Burai Fighter as well. Strange but true.



KICKLE CUBICLE

To access the special secret harder levels on Kickle Cubicle, push **DOWN** on controller one before turning the power on. Keep it held down and turn your NES on. The screen should go white. Now press **SELECT**, and there you are - a far more difficult game!





ORANGE FLASK: Supposedly improves the range and power of your head butts, but the actual effect is minimal.

THE SPECIAL ITEM

To reach the special item needed to complete the first level, just drop straight down and run right. Smash the statue and the abdomen-like special item is yours.

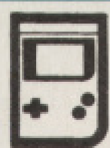


SHINTEN MYOOH

Here's an interesting tip for this completely and utterly rubbish "shoot 'em up". It's pretty simple, really. To get infinite lives, die at exactly the same time as the end-of-level guardian. Thanks to Captain Nemo from 20,000 Leagues Under The Sea (???) for that bizarre tip.



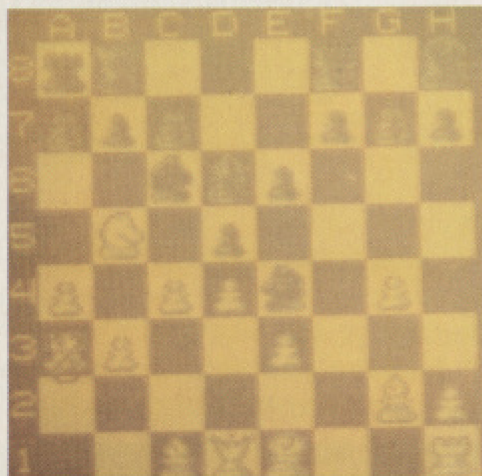
Here is a simple way of defeating the dinosaurs, as sent in by Gordon Stewart from Erskine! Select the jewel and drop a diamond in front of the dinosaur. The dinosaur stops at the jewel and is therefore unable to attack you. Whack him in the chops about seven times with your spade and bingo! Extinction!

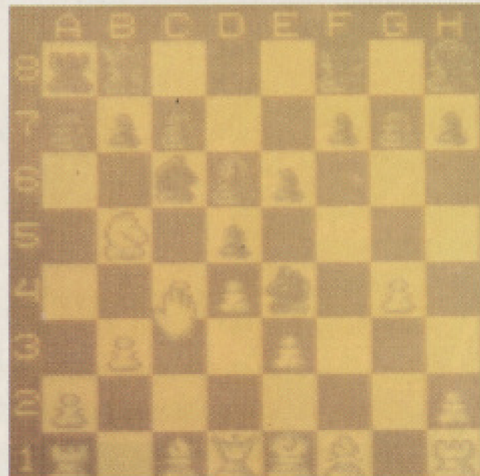


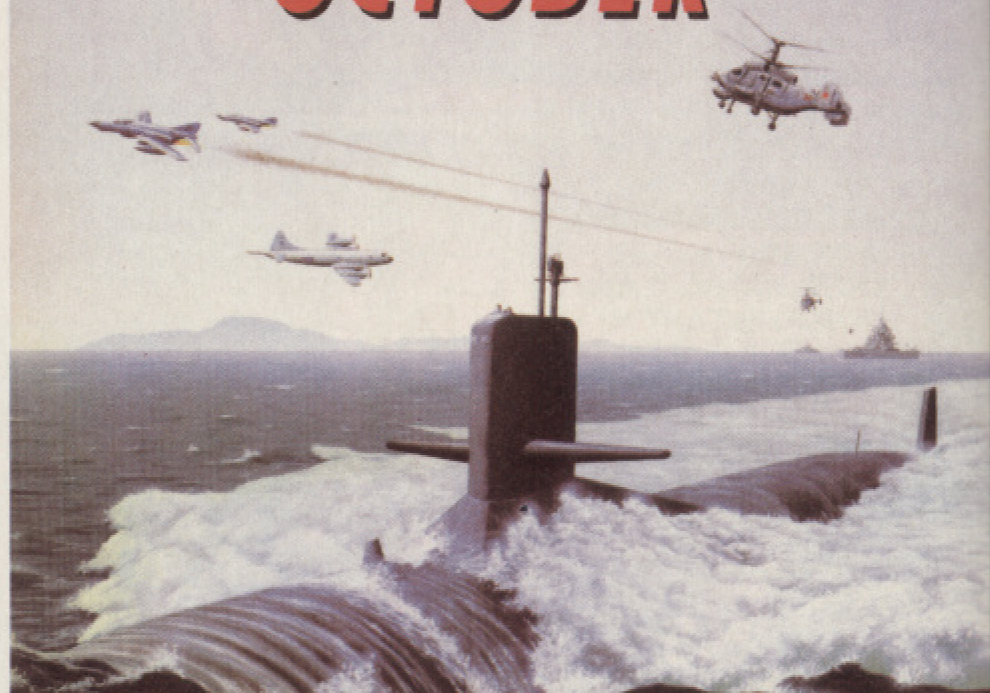
CHESS MASTER

When castling, press the A button two or three times, then wait two or three seconds for the voice to say "capture" (not "castle"). After this, press the B button and then the select button. The king should now have turned into a rook, thus making it impossible for the computer to beat you. That tip comes to us courtesy of Russell Shannon from France.









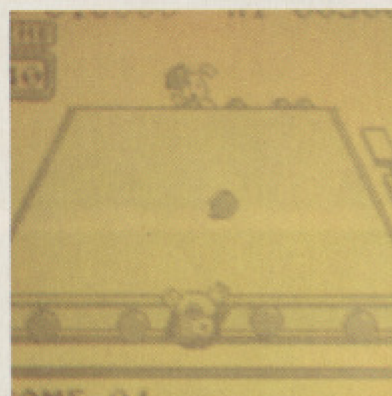
"Hey! I've got an amazing tip for one hard game," writes someone whose name and address I've lost - doh! "Simply press **LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT** and **START** to choose any level!"

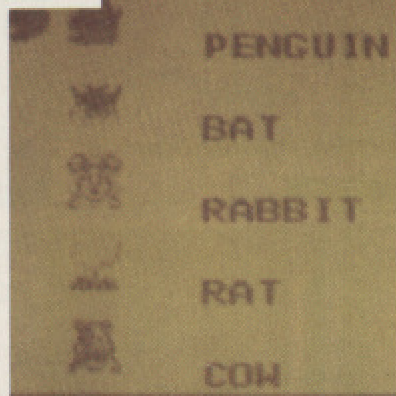
PARODIUS

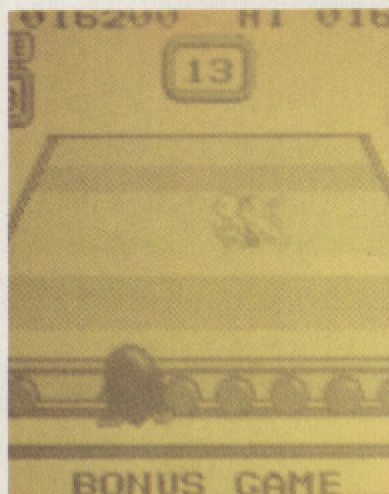
Dudley Halls from Urmston in Manchester has provided us with a cunning code to fully power-up your Parodius craft. Pretty groovy, huh? Well, just push **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A** anywhere in the game and loads of weapons are yours! Yikes!

KING OF THE ZOO

A pretty ancient game, but since it's Christmas, here's a cunning tip sent in by Gregory Fleming from Morden in Surrey. To choose your level, press **LEFT** and **B** simultaneously, then **A** and **UP** or **DOWN** to choose your starting level. This should be done after selecting your player.







TEENAGE MUTANT NINJA TURTLES

When you find yourself running low on energy, simply pause the game while you are playing and push **UP, DOWN, LEFT, RIGHT, A, B**. Your energy level should now hit the skies. Thanks to Prasanth Reddy from Maidstone in Kent.

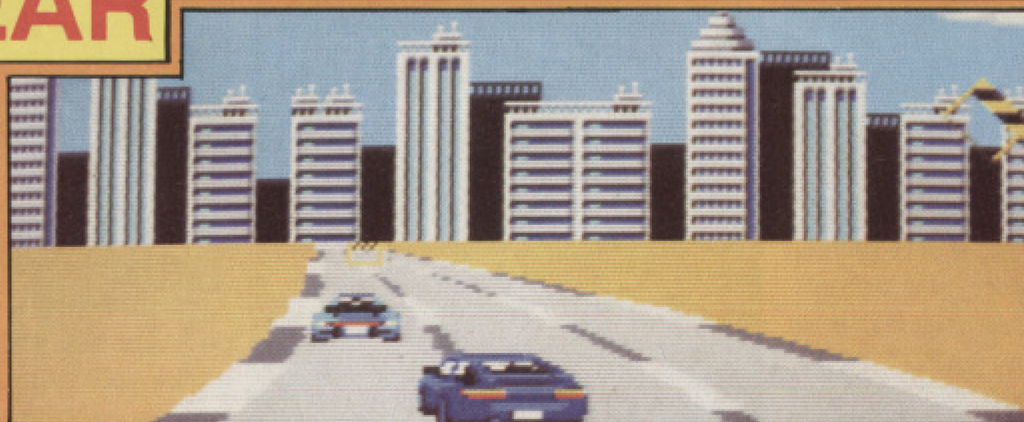
MERCENARY FORCE

I can't say I've ever played this, but the name rings up a bell. Still, if you're the proud owner of said game, you might want to try out this cash bonanza cheat, sent in by David Hodge of Long Ashton in Bristol. On the title screen, press **UP, SELECT, A, B** and **START**. You will now begin the game with ten times as much cash. To choose the stage, now press **RIGHT**.

GAME GEAR

CHASE HQ

The very mysterious sounding T Kellor from Erith in Kent sent in this bizarre tip for this not-bad conversion of the Taito arcade classic. The oil barrels on round two give you an extra continue if you keep bashing into them. And, um, that's it really!



RASTAN

Oo-er! Rastan on the Game Gear is a pretty sad effort by all accounts, but if for some strange reason you feel the compulsion to be able to continue on this game, hold down **UP** and **START** at the end, and a continue shall be yours! Once again, thanks to T Kennor from Erith in Kent.

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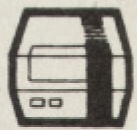
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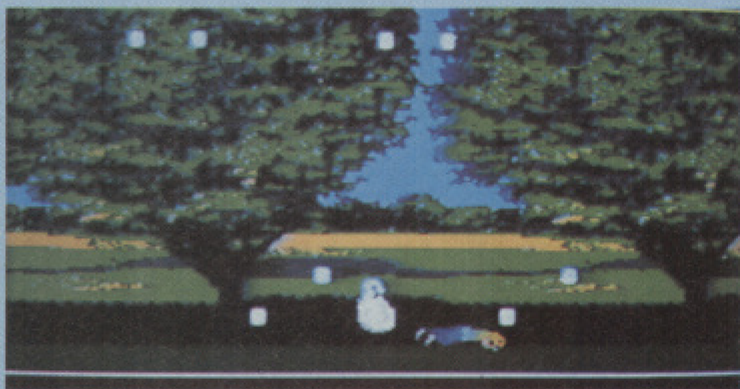
NINTENDO TIPS

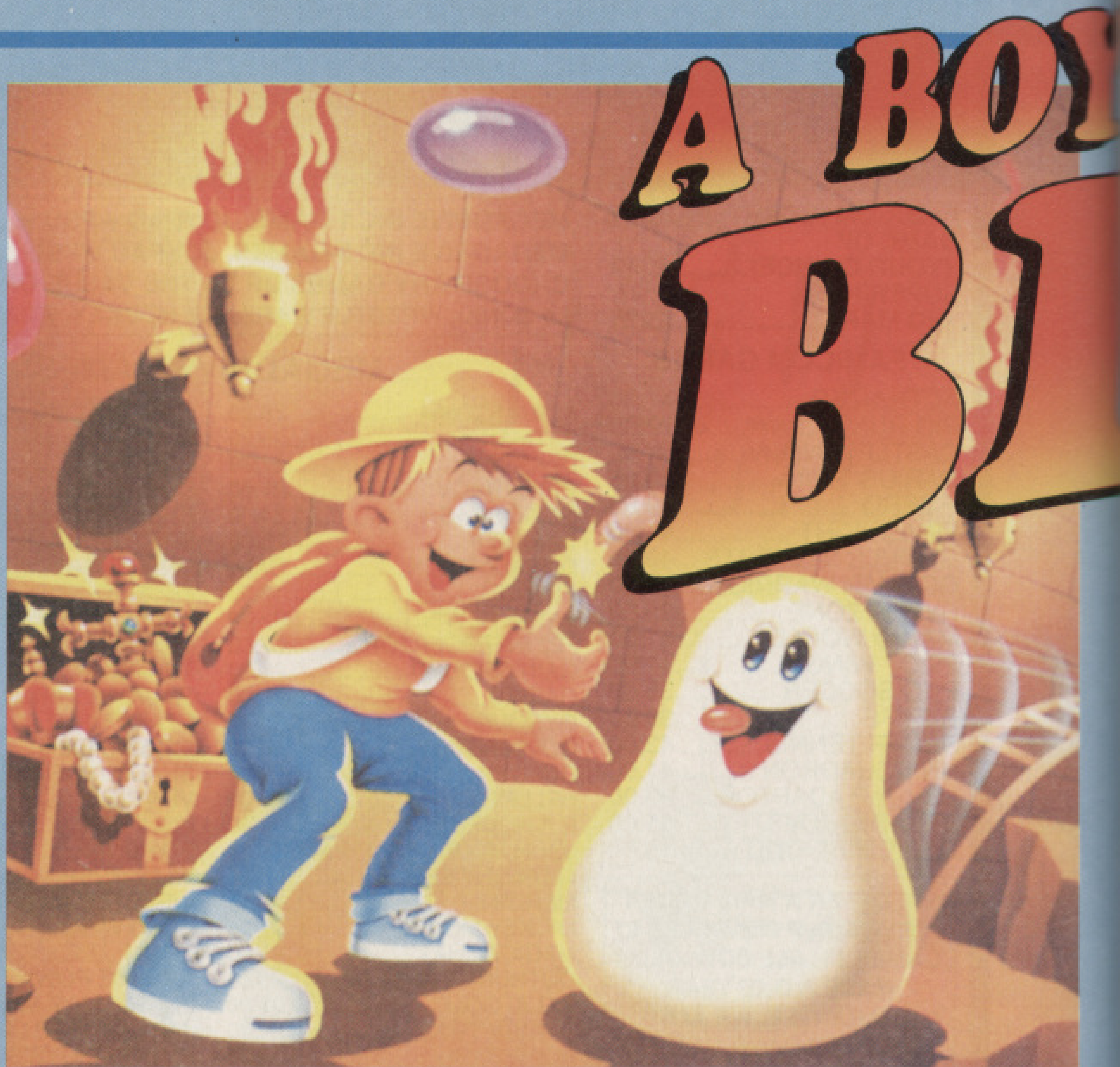
Martin Phenix from Surrey came up with some brill Solstice maps the other month... and now he's come up trumps with everything you want to know about David Crane's A Boy And His Blob! So, hats off to the boy Phenix! Enjoy!

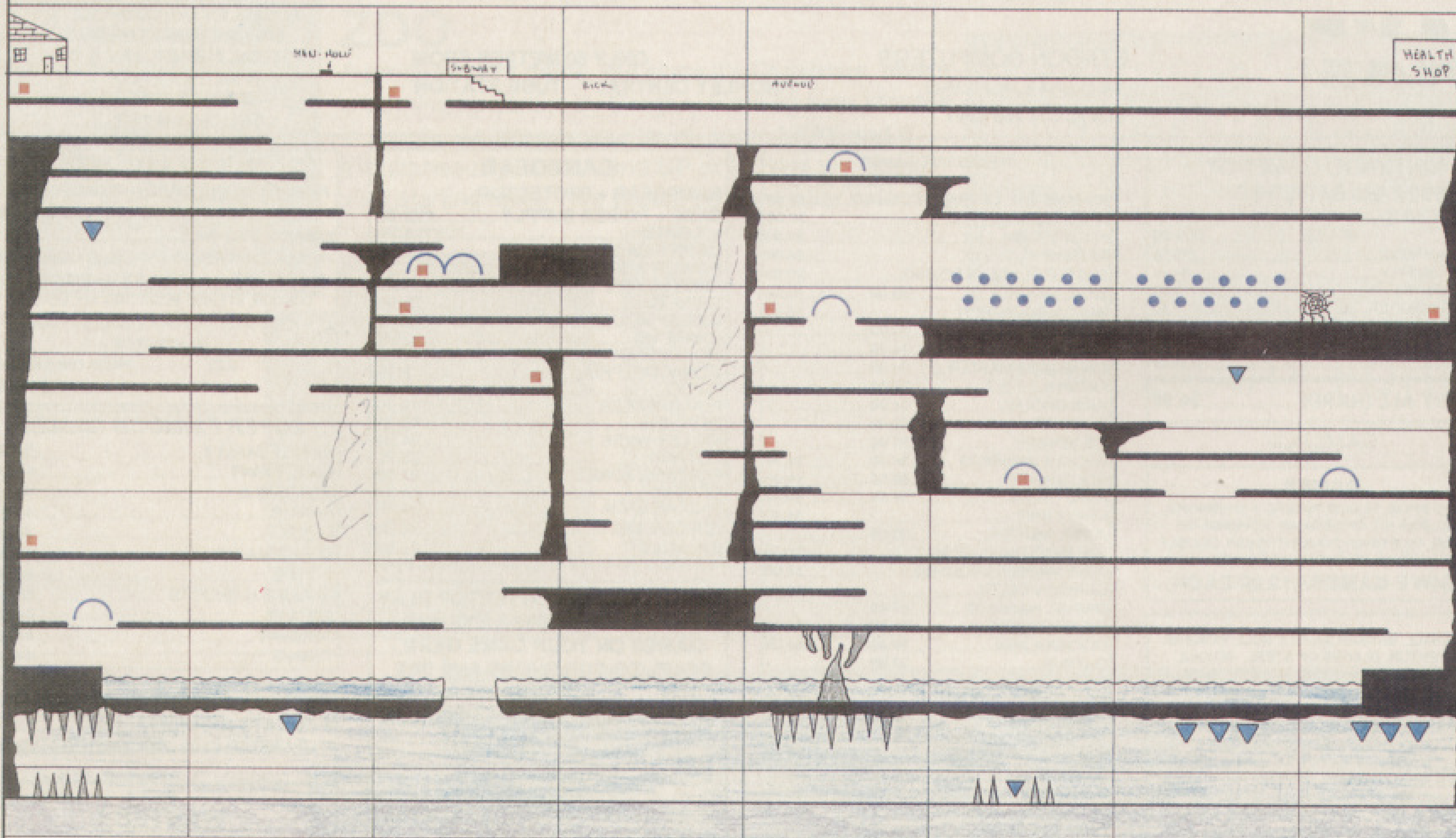
EARTH

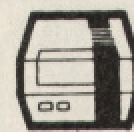
Check out these tips to help you get through the EARTH section of A Boy And His Blob...

1. Use the tangerine jellybean to get the diamonds high up on some of the screens.
2. Use cinnamon jellybeans to get rid of the cobwebs.
3. Use cola jellybeans to get through the falling rocks.
4. Apple beans can be used to pop up the manhole covers, but only after you've collected all the treasures.

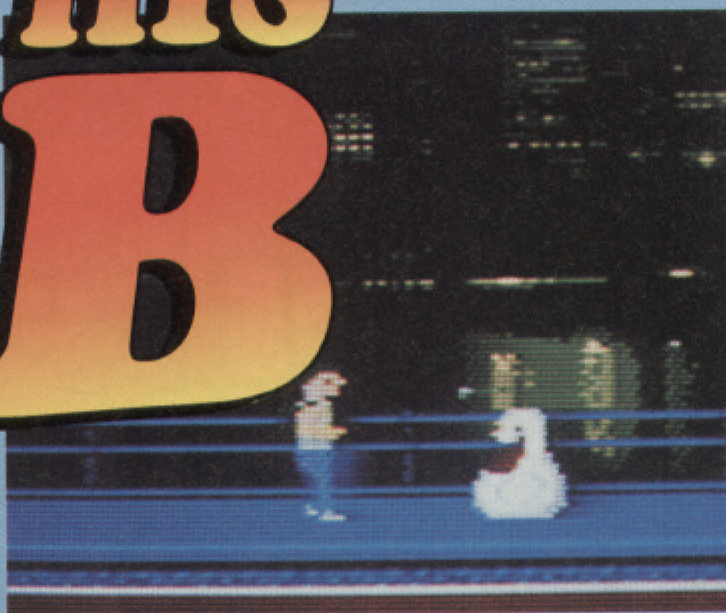








Y AND HIS LOB



BLOBOLONIA

This section of the game is reached by using the Blob Rocket. However, this stage is the hardest in the whole game. Read these tips and you might just make it...

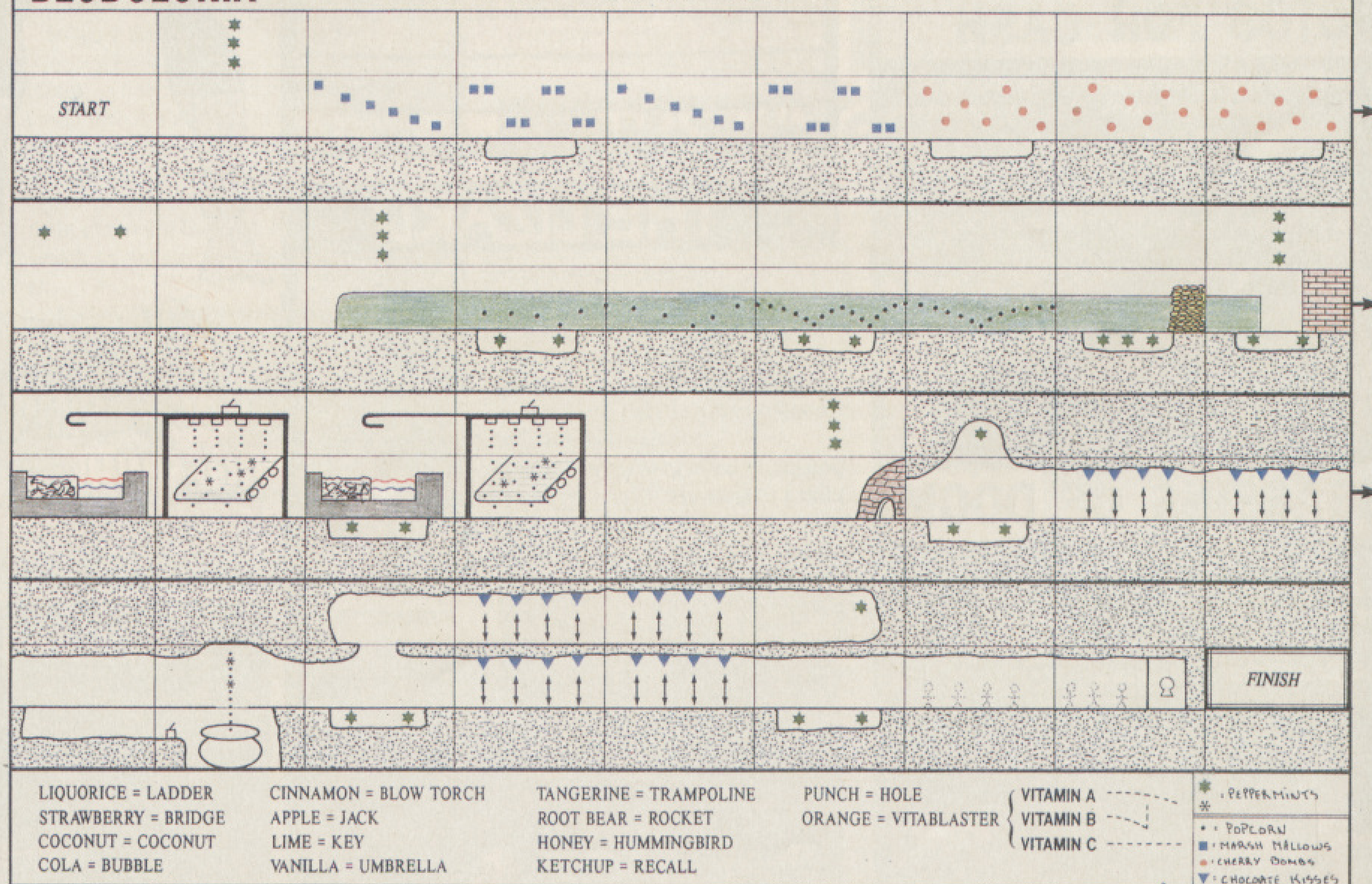
1. The candy machines and cooking pots are switched off by using the switches indicated on the map.
2. Don't forget to jump up and collect the peppermints.
3. To destroy the evil Emperor of Blobolonia is simplicity itself. When Blob's imprisoned in his cage, just run towards him and chuck an apple-flavoured jellybean. Now sit back and watch the end credits!

A SECRET MESSAGE

Funnily enough, on the surface of Blobolonia, there's a secret message to be found! To get to it, destroy the first lot of cherry bombs. Go down to the underground bit. Give Blob a punch jellybean. Fall down a bit further and travel left to find the hidden surface. Keep going left and the boy gets caught in the cage! However, if you go right after falling down, you travel all the way to the cooking pot. Now if you go up and back track to the start of the world, all of the meanies are gone! Cor!







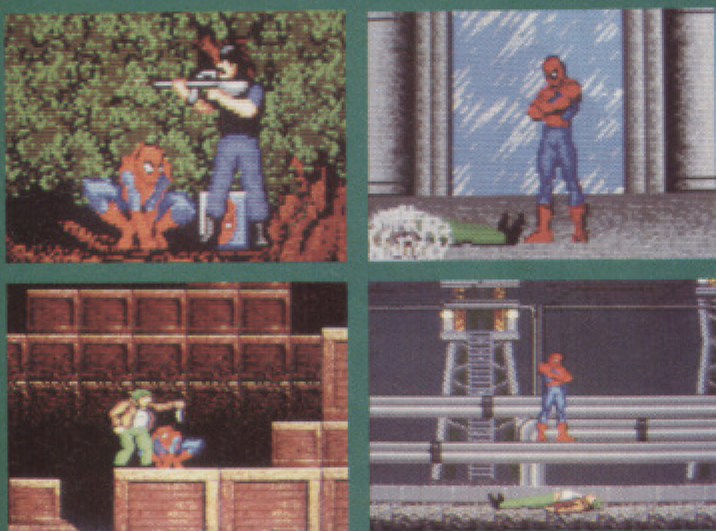


Here's a massive Christmas tips extravaganza on one of the best Megadrive platform games of the year - Spider-Man! So, if you're having some problems with those super villains, take a good long look at this!

The Amazing SPIDER-MAN

FACT 1 WEB-SHIELD ACTION

Just about every enemy sprite in the game is a piece of cake owing to Spidey's super strength. Use flying kicks instead of punches. DON'T use webbing at all. If you're in a really sticky situation, use a web-shield instead of webbing up your prey.



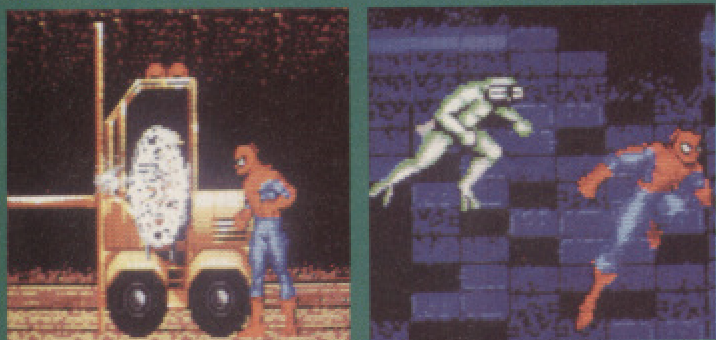
FACT 2 PHOTOS FOR CASH

Make sure that you conserve as much webbing as possible. Although taking snaps adds to your webbing level, during the levels your supply gradually decreases - and dries up just when you need it. Remember, you'll need at least three, preferably five webbing cartridges for your battle against Hobgoblin and Venom!



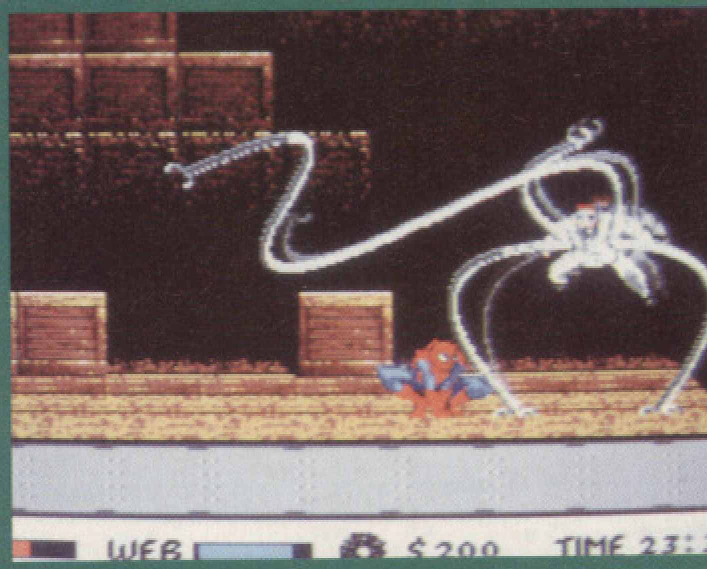
FACT 3 ASSASSINS OF DOOM

Every end-of-level super-villain should be snapped for cash, along with the following hazards Spidey comes across. Snap the Forklift truck, the jumping lizards, the alligator, the lightning creatures, J Jonah Jameson and the Brutal Biker for max cash!



DOCTOR OCTOPUS

REAL NAME: Doctor Otto Octavius
LOCATION: Waterside warehouses
POWERS: A radioactive explosion melded Octavius' high-power mechanical arms to his torso. These arms cause problems for Spidey, even when he's at full-power.
WEAKNESS: Doc Ock is defeated simply by spinning a web shield, thus absorbing the hits from the powerful tentacles. Only a few flying kicks are needed to defeat the scheming maniac!



THE LIZARD

REAL NAME: Doctor Curtis Connor
LOCATION: The sewers
POWERS: The Lizard has the proportionate strength, speed and agility of a lizard, and as such, is a dangerous foe. Watch out for the powerful swishing of his tail!
WEAKNESS: He has the strength of a lizard - and the pea-sized brain to match! Simply crouch down, and Lizard follows suit. Stand up and he'll rush you, during which time you should crouch down and fire a web, hurting the Lizard as well as stopping him in his tracks. Repeat this four more times and the Lizard is history!

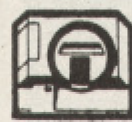




SPIDER-MAN! SPIDER-MAN! DOES WHATEVER A SPIDER CAN!

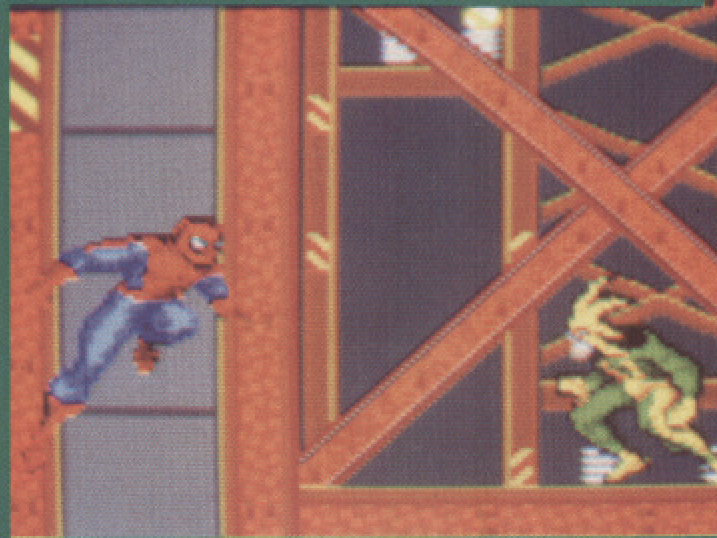
VENOM





ELECTRO

REAL NAME: Maxwell Dillon
LOCATION: The Power Station
POWERS: Electro has the ability to channel raw electricity through his body, and fire off bolts of power towards any target. Electrifying anything metallic is also another talent, along with flying on a pad of pure electricity!
WEAKNESS: Clamber atop the highest girder possible. Crouch down and fire off some webbing in anticipation of Electro's arrival. He blunders straight into the web trap and falls down. Now just keep repeating this process.

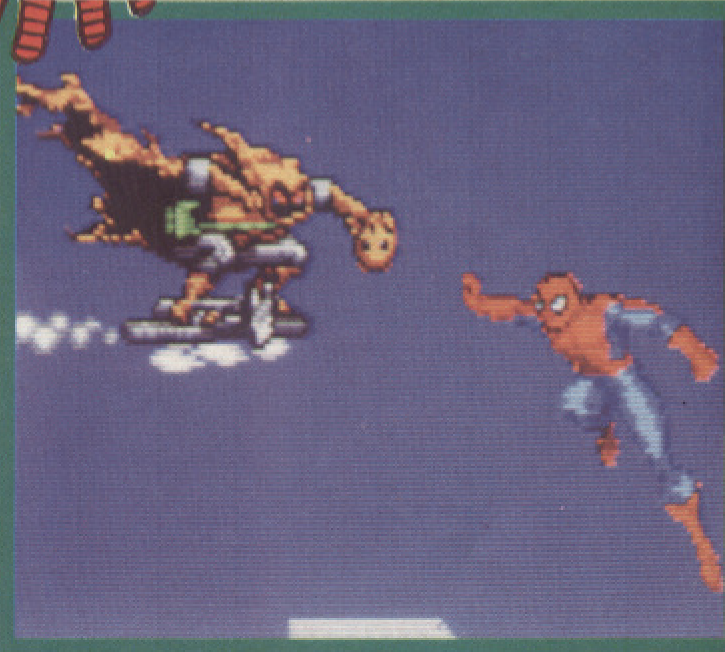




SPINS A WEB!
ANY SIZE!
CATCHES THIEVES
JUST LIKE FLIES!

HOBGOBLIN

REAL NAME: Unknown
LOCATION: Downtown Manhatten
POWERS: Armed with an unlimited supply of pumpkin stun bombs, Hobgoblin is bad news. His super strength is almost equal to Spidey's, and his Goblin Glider is super-manoeuvrable.
WEAKNESS: Hobgoblin may be powerful, but even his strength cannot cope with a vicious Spidey flying kick. Use web shields to deflect the power of the stun bombs and just concentrate on kicking the hell out of the Hobgoblin!



SANDMAN

REAL NAME: William Baker
LOCATION: Central Park
POWERS: A freak radioactive sand storm created Sandman - a man with the strange ability to turn his body into sand! He can also compact his mass into massive stone-like fists - very painful indeed.
WEAKNESS: Spin a web shield and try to position Sandman in front of the fire hydrant. Now kick the hydrant and watch as the rush of water disperses the sand-like one.



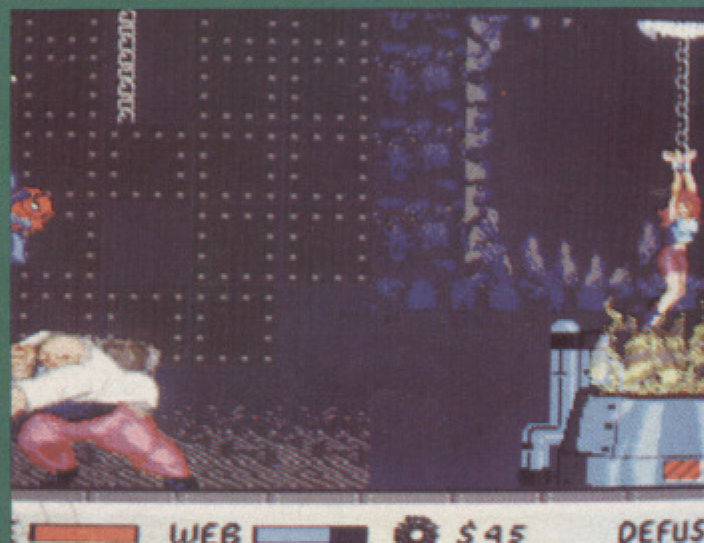
THE KINGPIN OF CRIME

REAL NAME: Wilson Fisk
LOCATION: His underground bunker
POWERS: His massive bulk boasts some truly exceptional raw muscle power, although his strength isn't up to superhuman standards.
WEAKNESS: Kingpin's massive flab means that just about any normal Spidey punch or kick just isn't good enough. Instead, Spidey's flying kicks must be concentrated at the Kingpin's head. Use web shields to cushion his powerful blows. This is the most difficult foe to defeat - and make sure you keep webbing the machinery that's lowering Spidey's wife into the blazing incinerator!

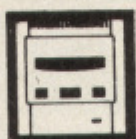








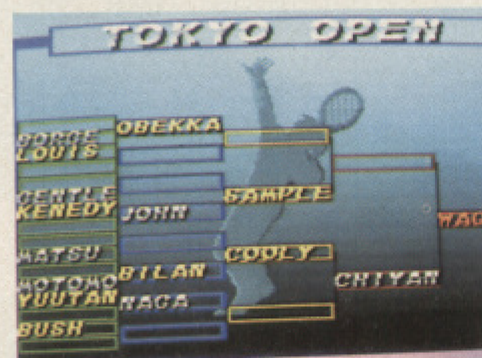
REAL NAME: Eddie Brock
LOCATION: The higher the difficulty level, the more places he pops up!
POWERS: Owing to his black alien spider costume (formerly worn by Peter Parker), Venom has all the wall-crawling, web-slinging abilities of Spider-Man, along with more raw muscle power! However, his muscular bulk makes him far less agile than Spidey.
WEAKNESS: Venom's chosen attack pattern is very simple. Just duck down and crawl out of the way of Venom's power leaps, and spin some webbing in his general direction. A very easy opponent.



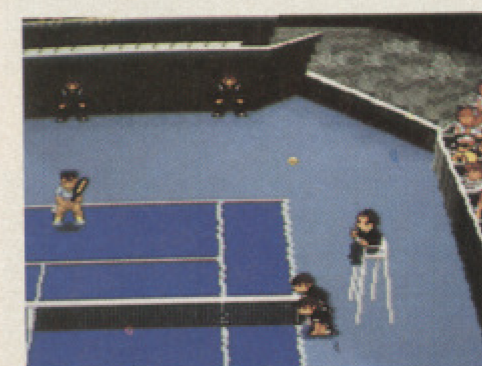
SUPER

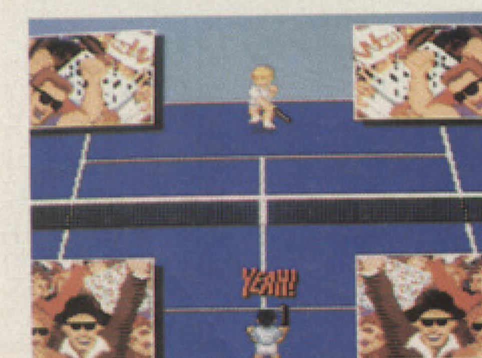
Super Tennis is the greatest sports sim devised on the Famicom. Based on the PC Engine game, Final Match Tennis, it offers playability second to none! These tips point out the strengths and weaknesses of the players in Super Tennis. For example, "FOREHAND A" means that the indicated player is exceptionally good at that shot, whilst "DIVE E" means that the player is completely rubbish at dive shots. So, armed with these tips you should be unstoppable!











LENDOU	
FOREHAND STROKE	A
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	C
SERVICE	D
VOLLEY	B
LOB	D
DIVE	A

VICHIE	
FOREHAND STROKE	B
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	C
FOOTWORK UP-DOWN	C
SERVICE	B
VOLLEY	A
LOB	D
DIVE	B

OBEKKA	
FOREHAND STROKE	A
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	A
VOLLEY	A
LOB	A
DIVE	B

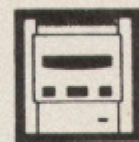
CHIYAN	
FOREHAND STROKE	C
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	B
SERVICE	E
VOLLEY	D
LOB	E
DIVE	A

EDOBOU	
FOREHAND STROKE	C
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	A
VOLLEY	C
LOB	B
DIVE	C

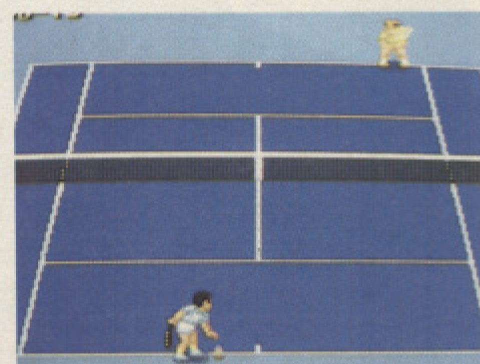
SAMPLE	
FOREHAND STROKE	C
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	B
FOOTWORK UP-DOWN	B
SERVICE	B
VOLLEY	A
LOB	D
DIVE	D

MATSU	
FOREHAND STROKE	B
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	B
SERVICE	C
VOLLEY	D
LOB	E
DIVE	A

MACKUN	
FOREHAND STROKE	B
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	D
FOOTWORK UP-DOWN	A
SERVICE	A
VOLLEY	D
LOB	A
DIVE	D



TENNIS

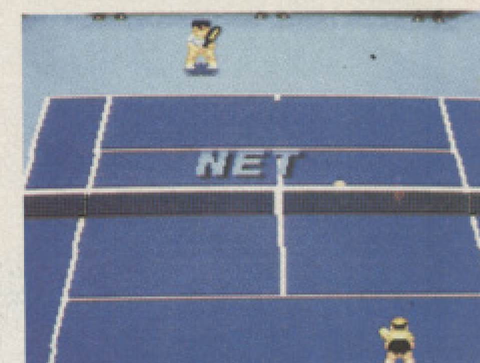


SELESE	
FOREHAND STROKE	A
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	C
VOLLEY	B
LOB	D
DIVE	A

NABURI	
FOREHAND STROKE	B
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	B
FOOTWORK UP-DOWN	B
SERVICE	A
VOLLEY	A
LOB	A
DIVE	B

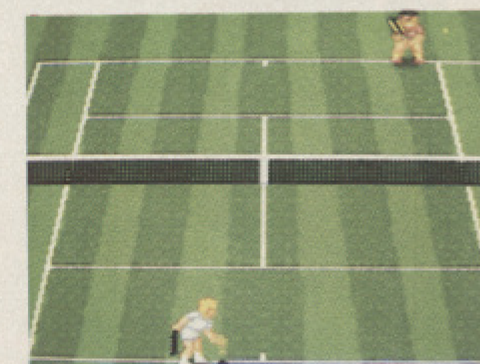
GURAFE	
FOREHAND STROKE	A
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	C
VOLLEY	A
LOB	C
DIVE	B

SABA	
FOREHAND STROKE	B
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	B
FOOTWORK UP-DOWN	B
SERVICE	B
VOLLEY	C
LOB	D
DIVE	A



CAPRIA	
FOREHAND STROKE	B
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	B
FOOTWORK UP-DOWN	C
SERVICE	D
VOLLEY	B
LOB	B
DIVE	B

MALEVA	
FOREHAND STROKE	C
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	C
VOLLEY	C
LOB	D
DIVE	C





SANCHA	
FOREHAND STROKE	B
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	C
FOOTWORK UP-DOWN	C
SERVICE	E
VOLLEY	B
LOB	D
DIVE	B

GARIZO	
FOREHAND STROKE	B
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	C
FOOTWORK UP-DOWN	C
SERVICE	D
VOLLEY	B
LOB	D
DIVE	C









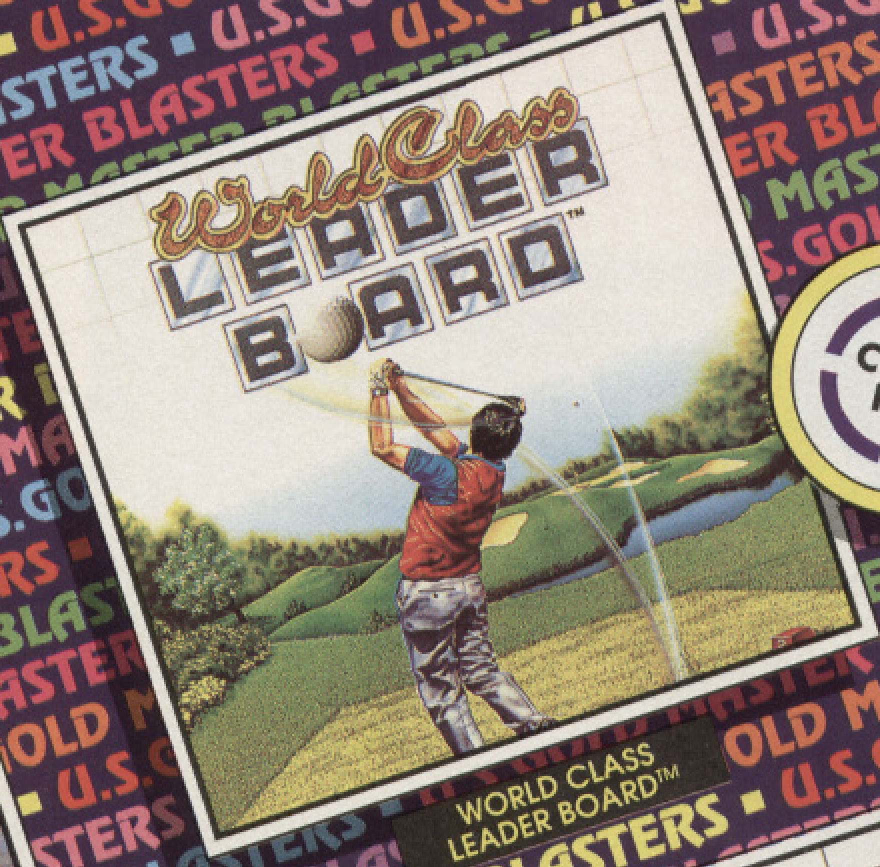



U.S.G



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OUT RUN EUROPA™

BLASTERS

INDY™ AND THE LAST CRUSADE



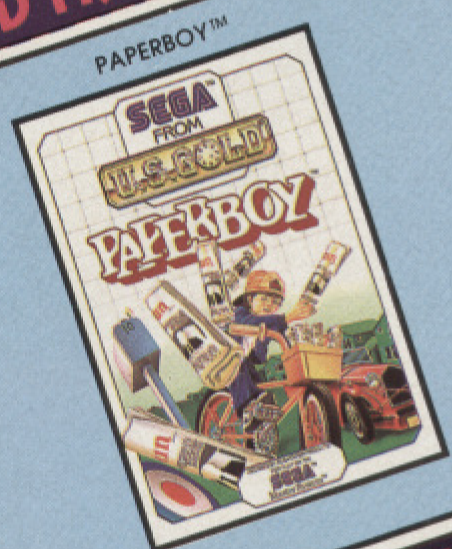
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GAUNTLET™

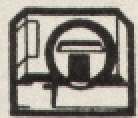


PAPERBOY™



BEST PLATFORM GAME (Complete Guide To SEGA)

U.S.GOLD MASTER BLASTERS



Starflight must rank as one of the most vast games yet devised for the Megadrive, boasting thousands of planets and hundreds of star systems to explore. Now thanks to this MEAN MACHINES tips spectacular, all its secrets are revealed... almost. If you reckon you can add anything of interest to this exhaustive guide, send it in!





FIRST THINGS FIRST

The first things to buy are some extra cargo pods. The only way to make money is to mine, and you need adequate storage space. An adequately equipped Terrain Vehicle is also essential - even at the early stages of the game. Buy ice runners, pontoons, extra cargo space and turbo chargers. Leave Starbase and proceed to the first planet of your solar system. Mine this for all your worth and return to base, spending your new-found cash on better engines, more cargo space and more Endurium. Save for a new mineral scanner. Once you've got this, the full mining potential of any planet is yours! Don't bother buying heavy armour, a radar or a wide angle stunner - these items are pretty pointless really.





TITANIUM IS USEFUL!

When repairing your ship in deep space, your engineer usually needs some form of raw material (which usually turns out to be titanium). Find out which systems require which material for effective repair and stock about five tons of the stuff in your hold. Repairing your own systems saves a fat pile o' cash in repair costs that would otherwise be demanded by the greedy Starbase engineers!



IS THAT AN ARTIFACT?

The most powerful ship derives a lot of its power from the special artifacts found around the cosmos. Here's a list of just about every powerful artifact in the game, along with what it does. Obviously, you'll want to know where to find them. Just read the captain's log in the manual and you're away! By the way, sell the Dodecahedron as soon as possible - it disables your weapons!

HYPERCUBE: Shows nearby encounters on star map.

RING DEVICE: Places flux locations on star map.

FLAT DEVICE: Teleports the TV back to the ship when its fuel runs out.

WHINING ORB: Makes the Spemin race very friendly!

TESSERACT: Increases the ship's overall efficiency.

RED CYLINDER: Locates artifacts on planet's surface.

ROD DEVICE: Boosts the power of all offense systems.



THE MOST VALUABLE ARTIFACTS!

Two *very* valuable artifacts are to be found in Uhlek space. Collecting these makes completing the game a lot easier. Unfortunately, the Uhleks don't make it easy to you and confront you in space. Just out run them and carry on towards your destination. Try checking out these co-ordinates. First of all, check out planetary system 18,50, planet five, surface location 15N x 44W. The second artifact rests at system 112,200, planet three, surface locations 59N x 64W. Unlike just about every other artifact in the game, these co-ordinates are not listed in the captain's log supplied with the game.



FLIGHT

LOGGING PLANETS

Logging planets may seem like a decent way of earning cash. However, this activity should take second place to finding out the secret of the Ancients. Although financially rewarding, logging planets takes time - and that's time you probably haven't got!

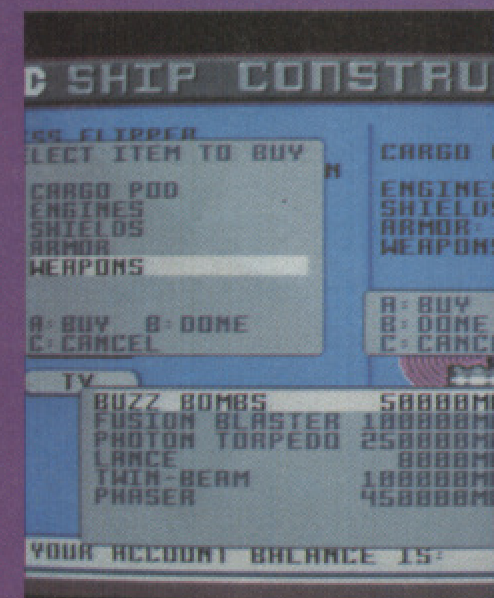


YOUR TEAM

Assemble a crew first of all, but make sure you do not recruit the Thrynn or Elowans into your team. Although talented, these races are at war and should either race detect one of their enemies on board your ship, they aren't very helpful. Don't bother with androids either - they can't learn any new skills. Spend a lot of your time experimenting with each race, gauging which races are best at certain skills before you begin the game proper.

EQUIPPING YOUR SHIP

Once you've bought a new mineral scanner, your money should start rolling in. Your first priority is to buy the best engines, then shields, followed by armour and finally weapons. Saving up immediately for all the expensive weapons may be very tempting, but most of them are just a big con and there isn't really much cause to use them, unless you're a sad trigger happy maniac.



A GOOD FLUX

Using the space flux teleportation network is the best way to keep your levels of Endurium high. Collecting the Ring Device helps keep a track of these strange disturbances in space. However, make sure your navigator is highly trained before attempting any deep space exploration. If your navigator is a complete spaz, the fluxes don't even appear on the screen - effectively meaning that you're flying blind - doh!



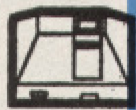
FINISHING THE GAME

The solution to most of Starflight is found in the captain's log in the game instructions. This tells you the location of the Crystal Planet (the resting place of the Ancients and the source of all the aggro), along with the Crystal Orb needed to make a successful landing on the planet. The log also tells you where to find the eggs needed to be deposited on the Crystal Planet's surface. The Crystal Cone is also required. However, one more egg is still needed to successfully complete the game. Only detailed conversation with other races leads to the whereabouts of this egg being revealed...



FRIEND OR FOE?

Communicating successfully with the other races in Starflight is the key to finding out the secret of the Ancients and saving the galaxy. Therefore, it's most unwise to enter any confrontation with shields raised and weapons armed. However, if you feel like just blowing up enemy ships, make sure you choose the correct targets. You can always get away with blowing up Gazurtoid craft, (they're the hostile fish-like people) and Mechan vessels, or if you're really plucky you're perfectly entitled to face up to the Uhleks. A word of warning - an Uhlek Warship can easily knock the excrement out of your sad vessel. The best tip here is to run away as quickly as possible!



HEROES OF THE LANCE

Here's a fine Christmas bonus for Sega Master System owners - the maps to the first couple of levels of US Gold's role-playing game, Heroes of the Lance! But that's not all - along with the maps, there's plenty of decent tips to get you past some of the dungeon's nastier surprises. Not bad at all, eh?

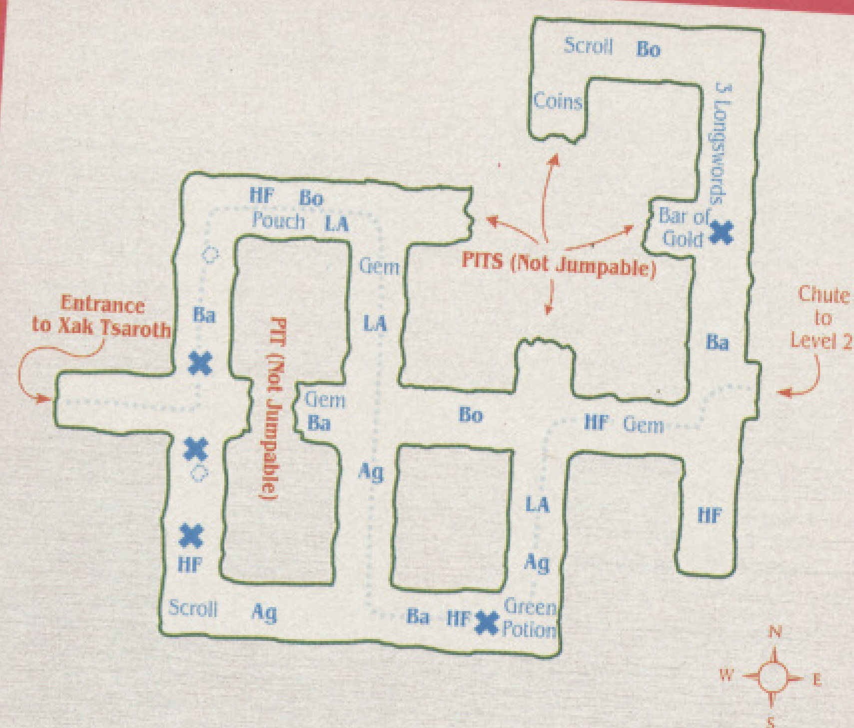
LEVEL 2

Continued on page 9

Chute from Level 1

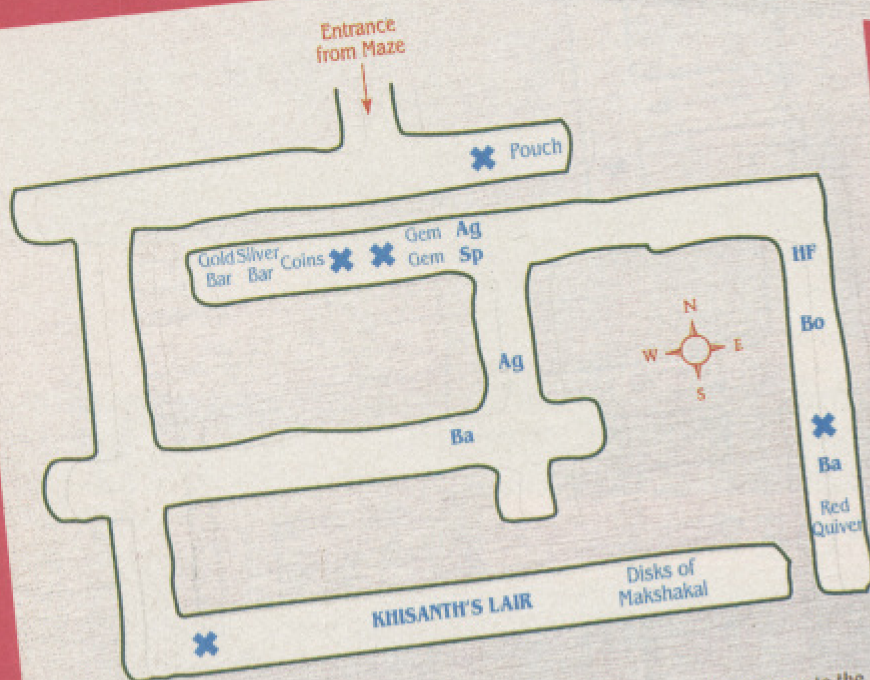
This level is a bit more complicated. You should use the Waterfall to heal the party and then go jump the first "magic" pit. This pit has "magical bolts" that rise from it. It must be crossed with care. The timing of the "bolts" is quite regular so you can time the jump and get across. Use either Raistlin (because of his tremendous jump distance) or Riverwind to jump this pit.

LEVEL 1



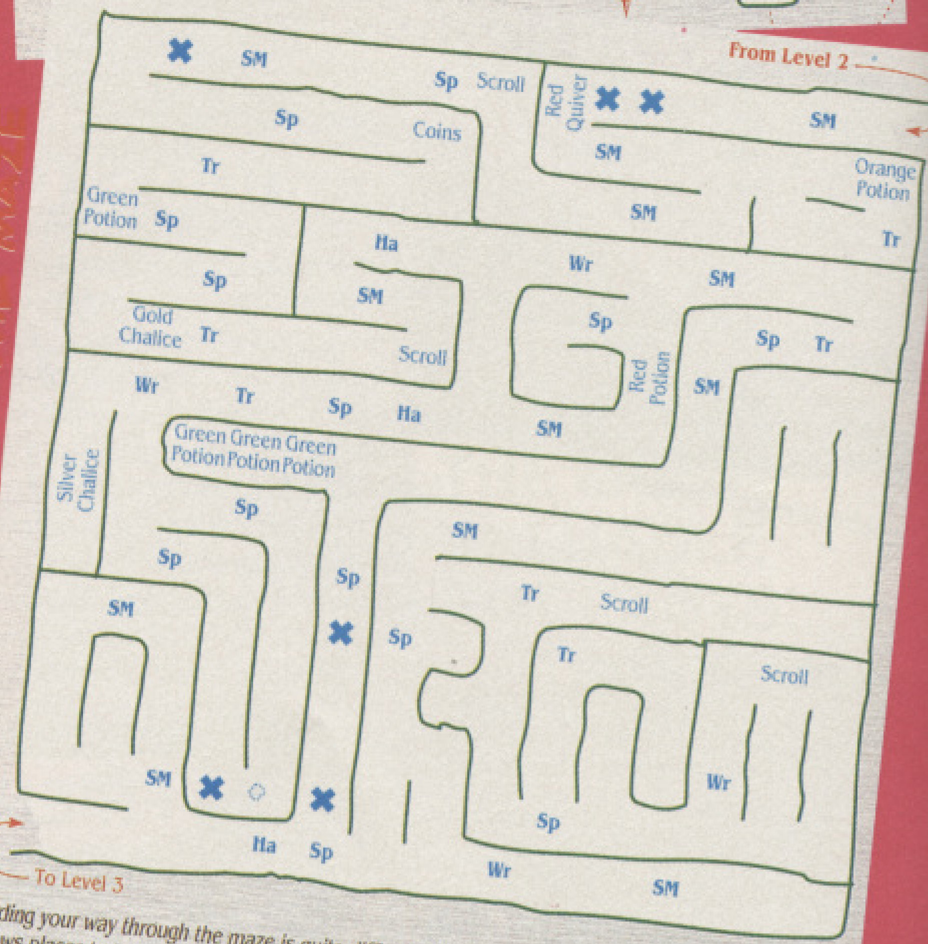
After entering the ruins, turn north and follow the dotted line through the first level. When confronted with the Bozak Draconian in the center hallway, don't forget to use the "Web" spell. If you are trying for a really high score, don't use any healing spells unless you absolutely must. Wait for the Waterfall on level 2.

LEVEL 3



Reached after passing through the maze, this level is quite simple. Follow the pathway to the dragon and don't forget that you can't save your game if you are within Khisanth's lair.

THE MAZE



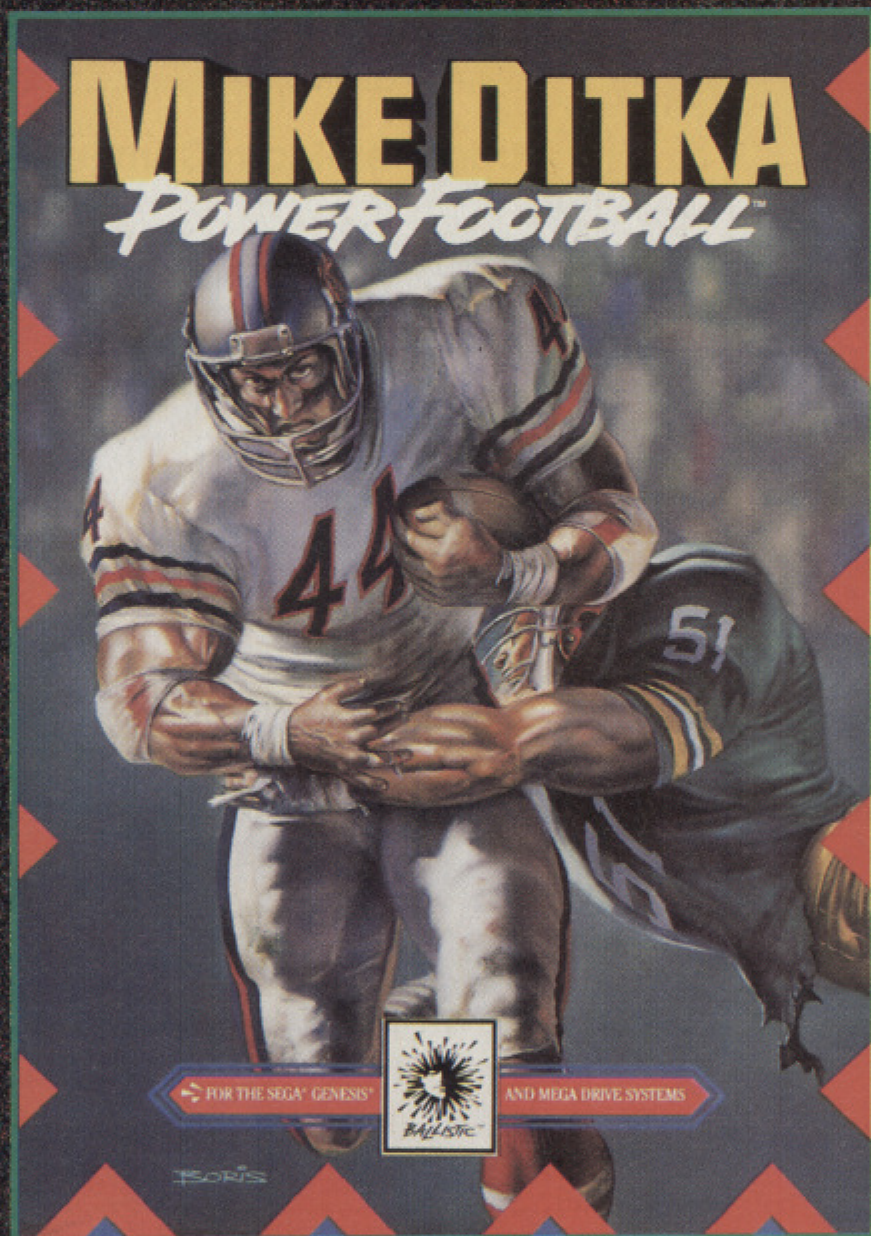
Finding your way through the maze is quite difficult at first. You will find that your compass shows places to turn at all archways. However, only the hallways marked on the map can be followed. Turning at any other archways results in your party facing an unjumpable pit. Don't forget the hidden item in the southwest portion of the maze. That is a hidden bracelet worth 5000 experience points.

KEY

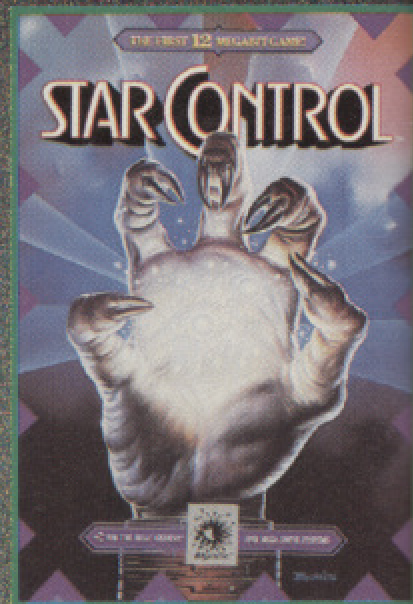


✖	Trap	◌	Hidden item	Ag	Aghar (Gully Dwarf)
	Arrow trap		Preferred path	Ba	Baaz Draconian
	Transporter	SM	Spectral Minion	Bo	Bozak Draconian
①	Hidden entrance to 1-way passage	Sp	Giant Spider	HF	Human Fighter
②	Destination of 1-way passage	Tr	Troll	LA	Large Aghar (Gully Dwarf Warrior)
		Wr	Wraith	Ha	Black Dragon Hatchling

TOUCH







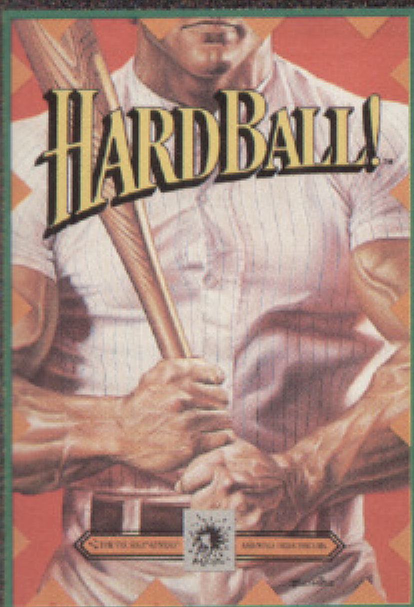
Only Ditka has the qualities to join this team... hard nosed, aggressive and always 110% performance.

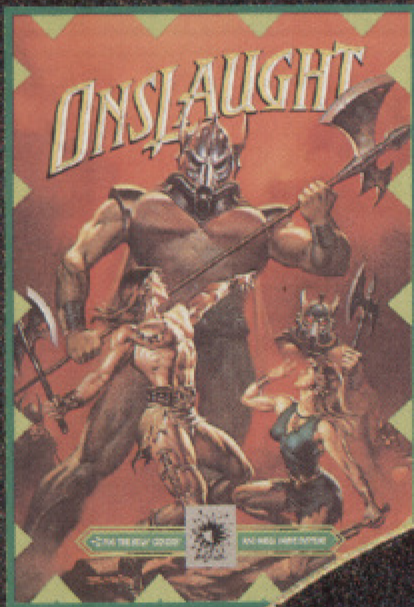
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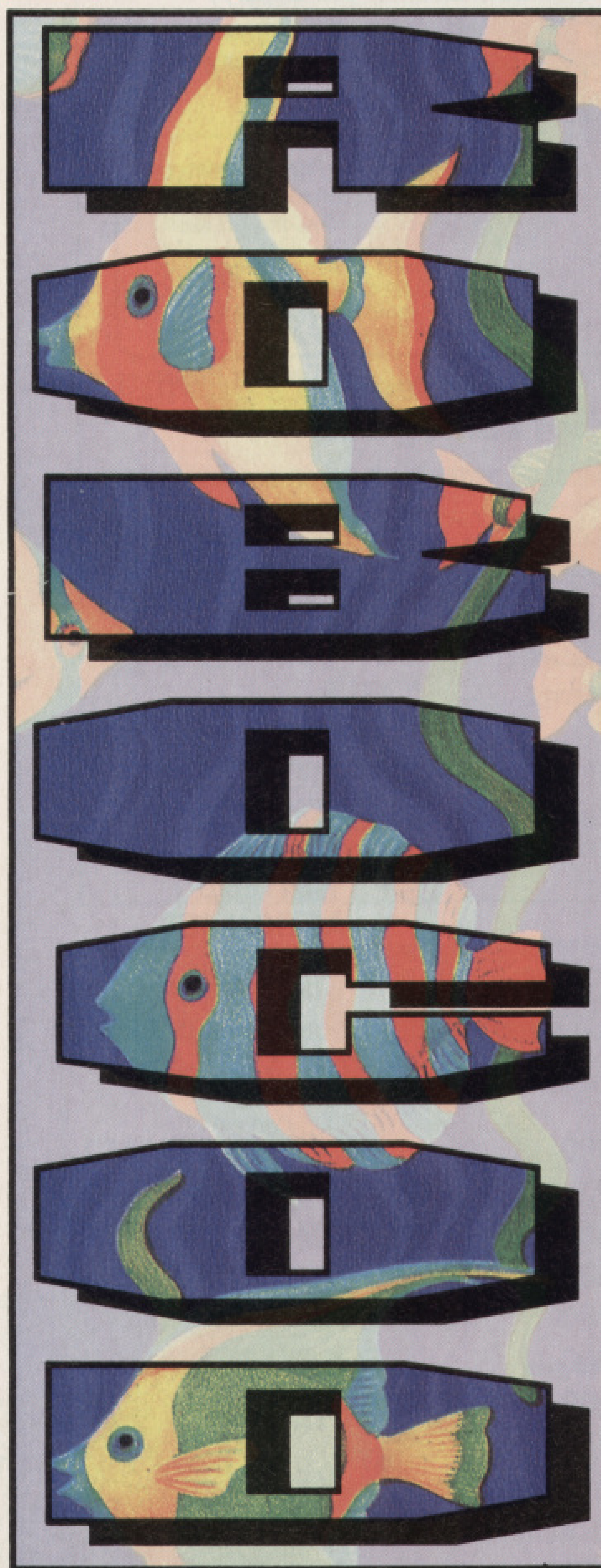
TEL: 081 877 0880

AND YOU CAN'T PUT DOWN











The evil Dr Maybe is back, and this time he's determined to take over the world, and at the same time destroy the underwater agent James Pond who put a stop to his plans last time. He might have a little difficulty with the latter, however, as James has been cybernetically altered into part fish, part machine, all secret agent - Robocod!

Dr Maybe's plan this time around is to conquer the planet using evil psychopathic toys, manufactured at none other than Santa Claus' Arctic toy factory! Armed with his new found robotic abilities, Robocod must penetrate all levels of the evil operation, destroying any toys he sees, and hopefully bring Santa and Dr Maybe to justice.

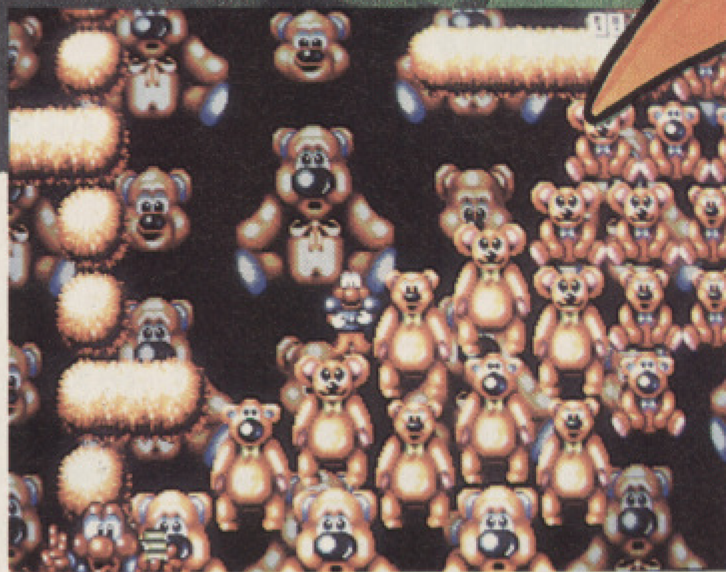
Robocod is a platform game similar to its predecessor, but is much slicker, with improved gameplay, more levels and a lot more variety. Robo runs and bounces around the landscape, killing everything that gets in his way. His ultimate aim is to find and destroy the giant guardian on each level - bump off every one and Dr Maybe and Santa will be defeated.

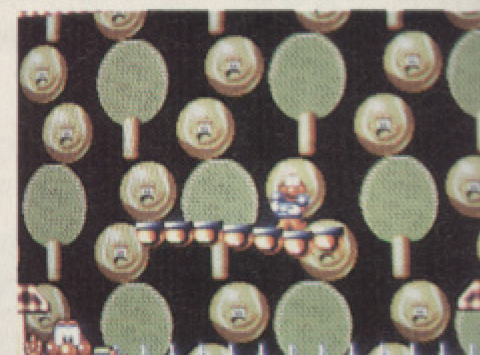
The only problem is - will Santa get out of prison in time for Christmas eve?





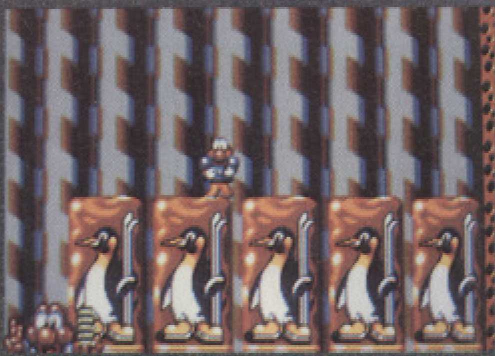
▼ *Robocod takes flying lessons.*





▲ *Those spikes kill.*

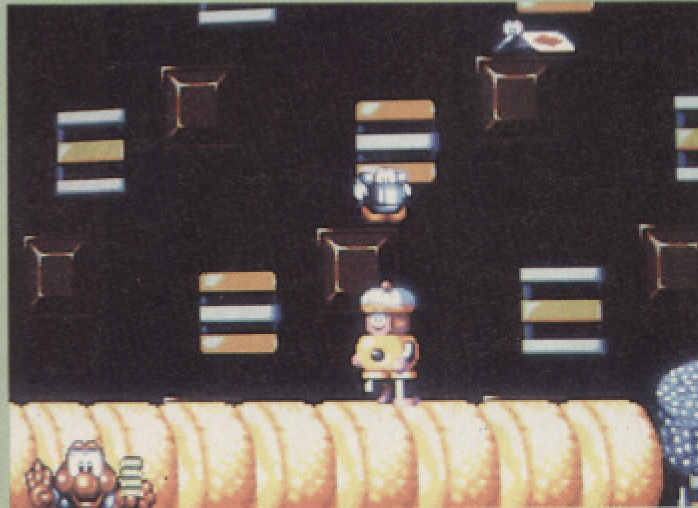




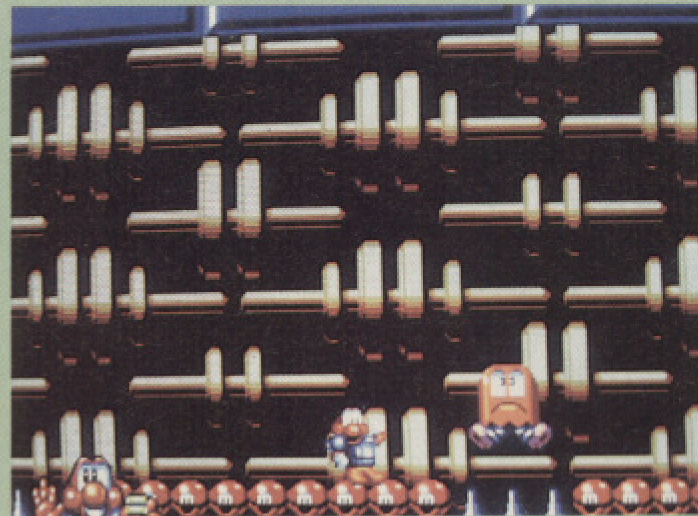


MEANIE MACHINES

Before reaching the secret underground lair of the two villains, Robocod faces many clockwork-related baddies. Amongst the vile killer toys menacing their way around the screen are flying playing cards, deadly jelly babies, teddy bears of doom and a bottom-kicking Bertie Bassett!



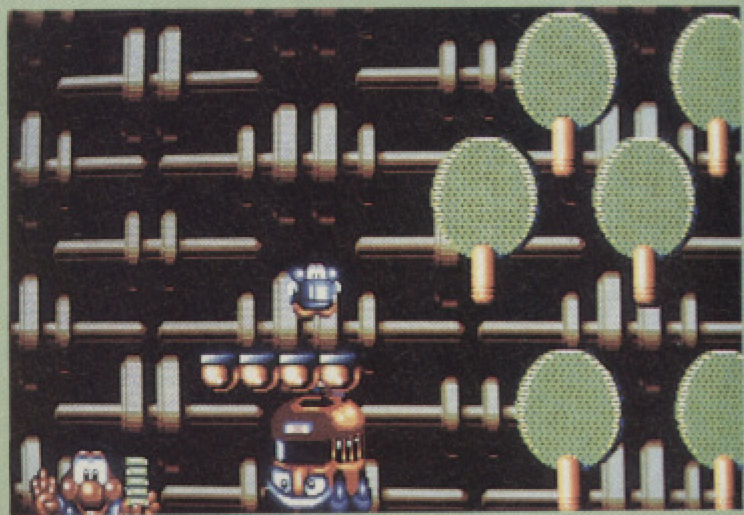
▲ *It's Pond versus someone very familiar...*



▲ *Robo sends the bad guys flying!*



▲ *Meet the first end-of-level boss!*

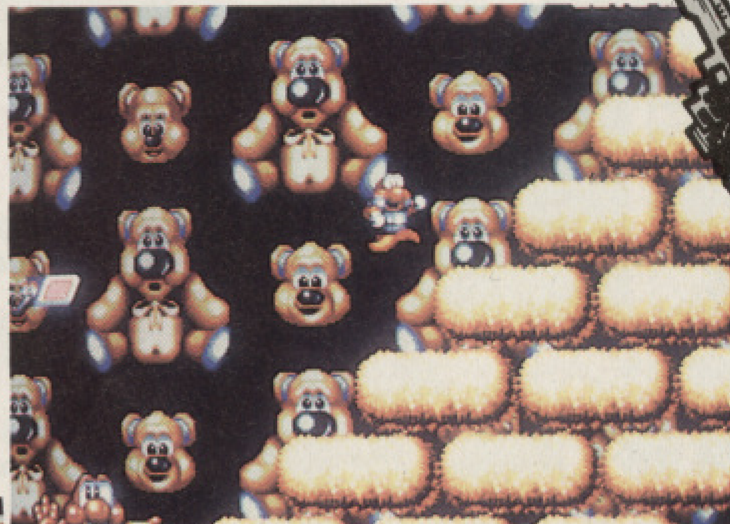


▲ *Owww! Watch out Robocod!*

COMMENT

RAD

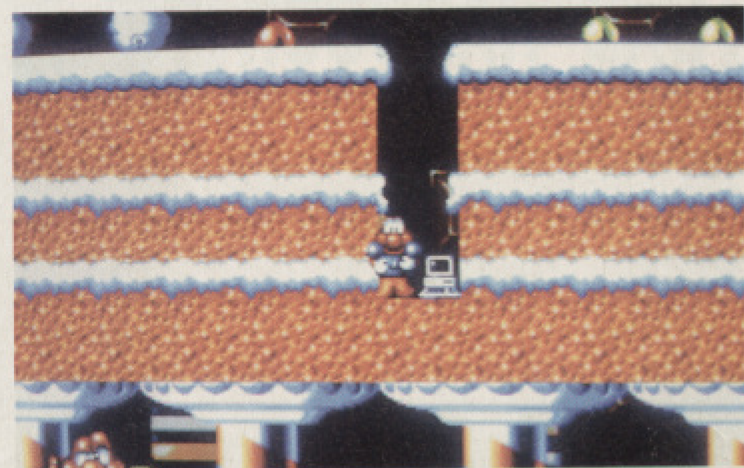
Let's face it, Robocod has certainly been heavily "influenced" by other major console platform games such as Sonic and Mario, but it's managed to take all the best bits and leave out any annoyances. It's a huge game, with loads of secret rooms to discover. It has great graphics, with some superb scrolling, especially on the train and jelly scenes, and best of all it's got the most playable and addictive platform action the Megadrive has yet seen - and that's saying something! Once again, Electronic Arts have come up with the goods; an incredible game which only Captain Dough Head would miss.

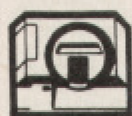


▲ *A massive staircase greets our fishy hero!*



▲ *Bonus goodies ahoy!*





COMMENT

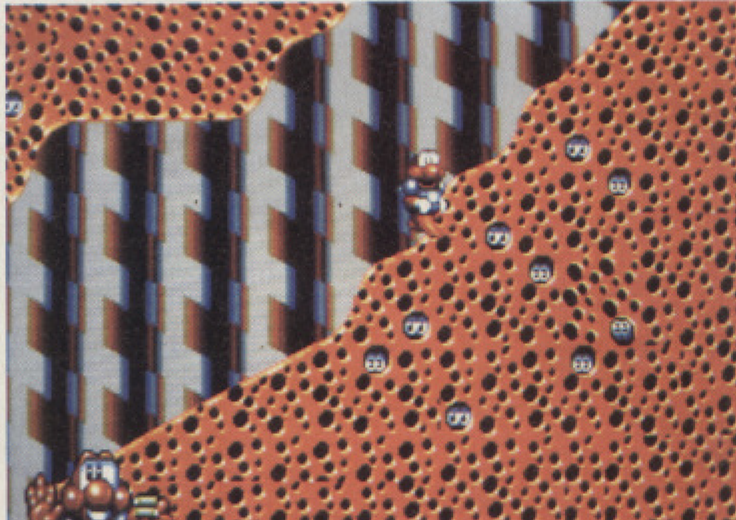


JULIAN

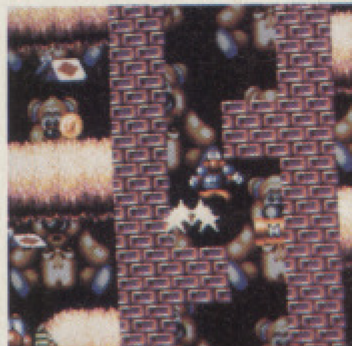
A game starring a robotic fish was never going to be normal, but this gets a max on the barking bonkers scale! The game looks absolutely astounding, with gorgeous, super-cute sprites, outstanding backdrops and some fantastic effects. The sound is great too, with nauseatingly jolly tunes pounding away as you leap about. But it's the seriously bizarre sense of humour that runs throughout the game that makes this one of the most appealing and addictive Megadrive games yet. It's packed chock-a-block full of weird things and features; look out for Penguin biscuits, licorice allsorts, cute cars, vicious cuddly teddies, blue snowmen - and that's just on the first level! Robocod might look fabulous, but it plays even better! There are loads of wacky features, including mega high-speed jelly bounce levels, upside down screens and a race along the top of a cute speeding train - and the game is jammed full of secret screens, false and hidden doors and extra bonuses. The levels are brilliantly designed so that there are several ways to complete them, so even if you finish the game, you return time and time again to see whether you can find new routes and screens. Put all those points together and you've got the best platform game yet seen on the Megadrive. Yes - even better than Sonic and Mickey Mouse!

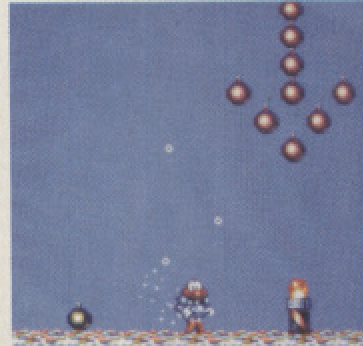


▲ *It's pom-pom time for Pond!*

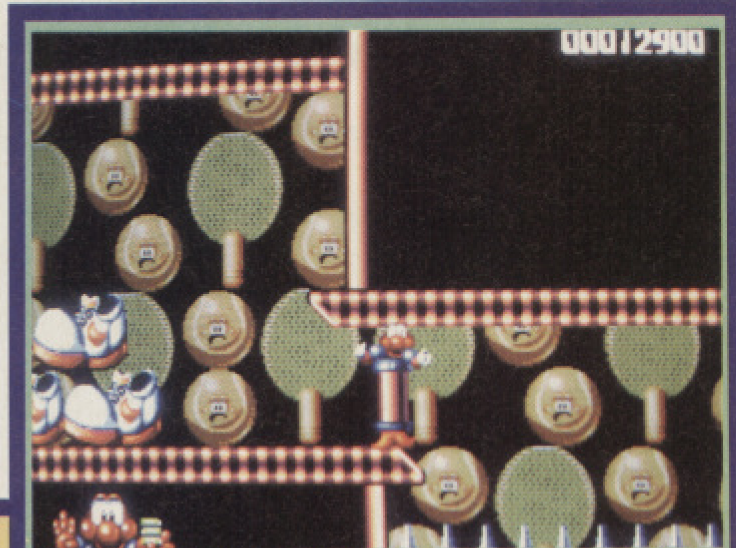


▲ *The honeycomb strikes back in this game.*





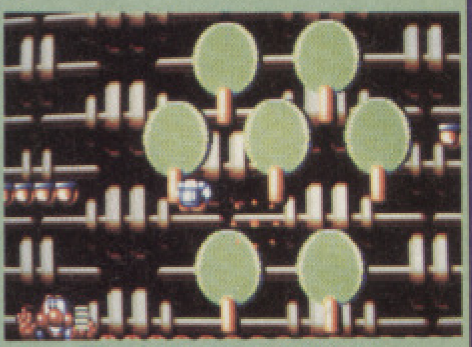
▲ *Can Robo reach the icon?*



▲ *If Robo strikes to the roof here, he avoids the spikes below!*

BAD HADDOCK

Robo's new metallic body provides him with some fabbo new abilities with which to crush the plans of Santa and the Doc. The most useful of these is his stretcho-torso, which allows him to stretch to enormous heights, grab hold of high ledges and hoist himself up. Our piscine chum also has a neat way of destroying his enemies. When Robo jumps on top of a nasty, he can then force his robo-weight down upon them, thus squashing them into a state of utter flatness.



▲ *The lolly pops o' doom*



BY: EA

PRICE: £39.99

RELEASE DATE: NOVEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: ULTRA







PRESENTATION 88%

No options to speak of, but superb in-game presentation.

GRAPHICS 96%

Utterly fab. Stunningly-drawn, weird and wonderful sprites and even stranger backdrops!

SOUND 89%

Nauseatingly cute tunes and effects - make sure you've got a sick bag handy!

PLAYABILITY 97%

The superb gameplay and wild humour results in instantaneous addiction...

LASTABILITY 93%

...and the vast size of the game and sheer amount of secret screens and bonuses keep you playing for weeks.

OVERALL 95%

The finest graphics + highly challenging action + tons of secret screens + unbelievably addictive gameplay = the best Megadrive platform game yet seen.

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For more information regarding the Nintendo Super Famicom, and any of our other products please contact us on **071-383 0480.**









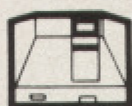




SUPER COMMANDER

SUPER TURBO

ADVANCE CONSOLE ENTERTAINMENT
46-48 Osnaburgh Street, London NW1 3ND
Tel: 071-383 0480 Fax: 071-383 0482



Ms PAC

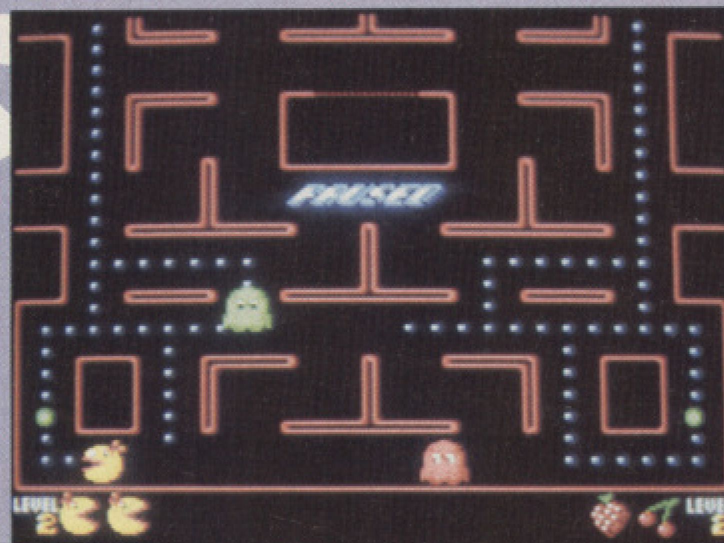
Life is hard for the Pac family. Due to a quirk of fate, they are condemned to spend all eternity eating dots. This may sound like a laugh (if you're a fatty), but it is in fact quite the opposite, especially when the dots are spread all over the floor of a maze which is inhabited by fearsome ghosts!

Things are made a bit easier, however, by the presence of power pills and food. Power pills endow Pac-face with the ability to strike back at the ghosts by eating them, whilst food provides a welcome change from dots and ghosts, and grants the player bonus points too!

As everyone should know, PacMan is a game in which the player zips around a maze in a frenzied attempt to consume every yellow dot on screen. Once this is done, you move on to the next, more challenging maze.



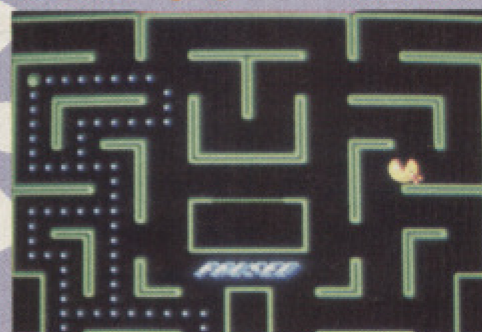
▲ Only a few more "dots" to be "gobbled" here, but the ghosts have other ideas...



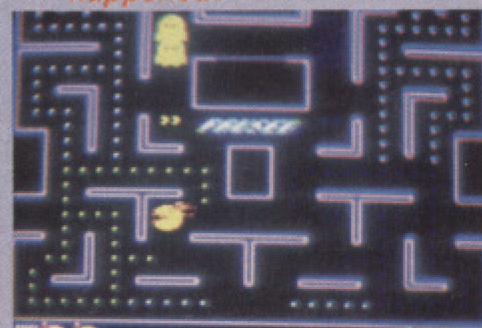
▲ A power pill is just around the corner - go get it Ms PacMan!



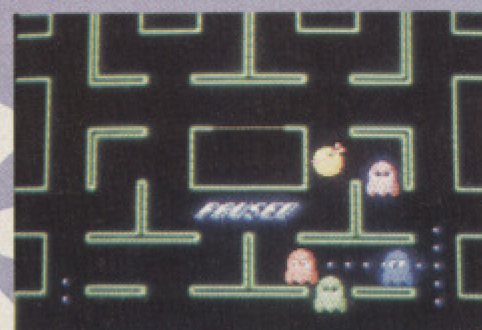
▲ Not much action here. Suffice to say that the ghosts want Ms PacMan for dinner.



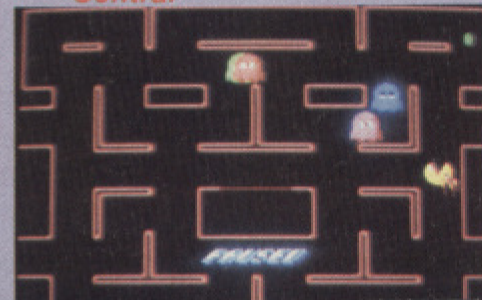
▲ No ghosts? What's happened?



▲ The effects of a Power Pill!



▲ The ghosts return to Spook Central

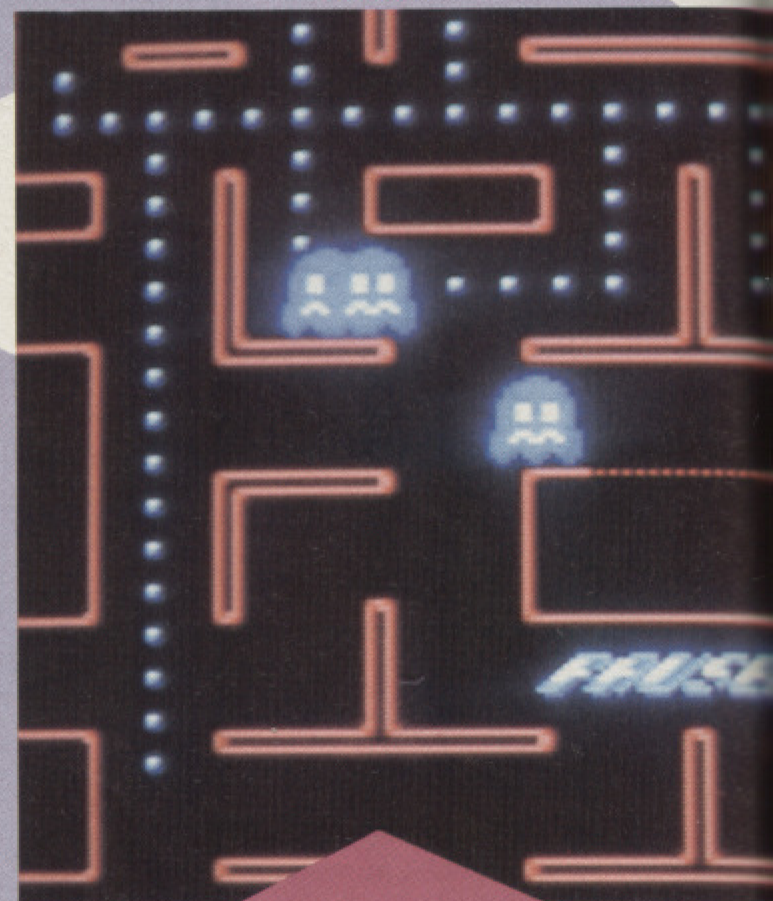


COMMENT



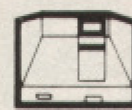
JULIAN

Ms Pacman is over a decade old, and while I enjoyed playing it, I found myself quickly getting bored of its simplistic gameplay. It's several steps back from Pacmania, where at least you have different ghosts, a new viewpoint, different power-ups and the ability to jump. The two-player mode adds a bit of fun, but even that becomes dull after a very short period of time. If it cost a tenner, Ms Pacman would be a reasonably fun purchase that your parents, grandparents or baby brother or sister could play and enjoy instead of playing charades after Christmas lunch, but at £24.99 it's very overpriced for what is basically a very quick and nostalgic trip to boredom central.



POWER EXTREME

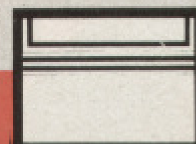
Ms PacMan would be in an awful lot of trouble if it weren't for those power pills. These useful pieces of kit lurk in the darkest corners of each maze, waiting for our heroine to suck on one. Once she does, all the ghosts turn blue with fright, and suddenly become edible! If Ms PacMan can catch the ghosts in the seconds before they revert to their previous hues, they are eaten and temporarily disposed of. Being ghosts, however, it's just a matter of time before they regenerate their bodies and return looking for revenge.



Ms PACMAN

BY: TENGEN
PRICE: £24.99
RELEASE DATE: DECEMBER
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: PAC-TASTIC

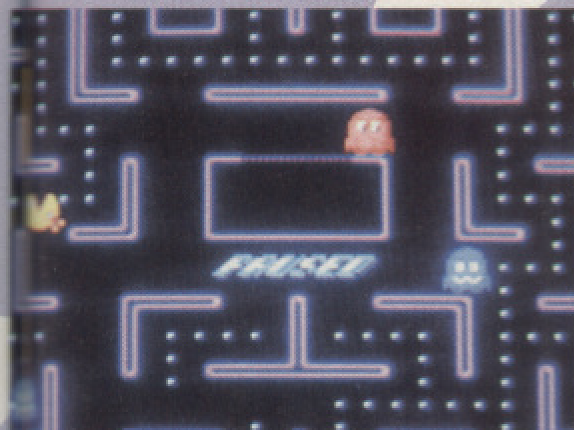




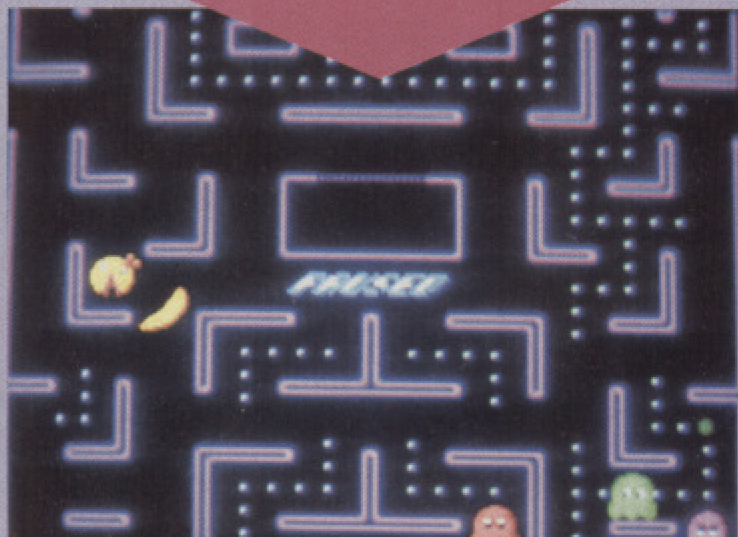


FUNSOME FRUITY FROLICS

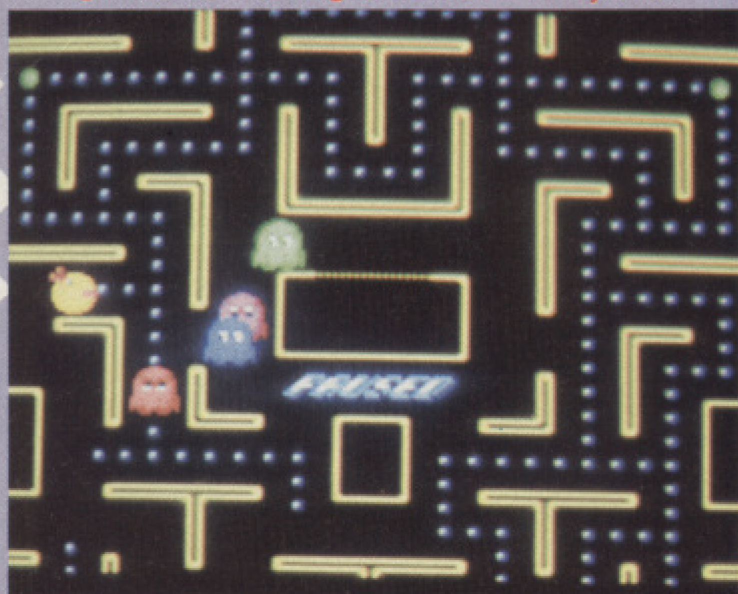
Ms PacMan is fond of chewing on a good hard plum or two, and other vitamin C laden goodies await her delectation among the dots. Every so often, a piece of fruit will appear in the maze. It's up to the player to make it to the fruit before it runs away, which is surprisingly quickly in this game! Foodsome frolics come in the shape of pears, oranges, bananas and cherries.

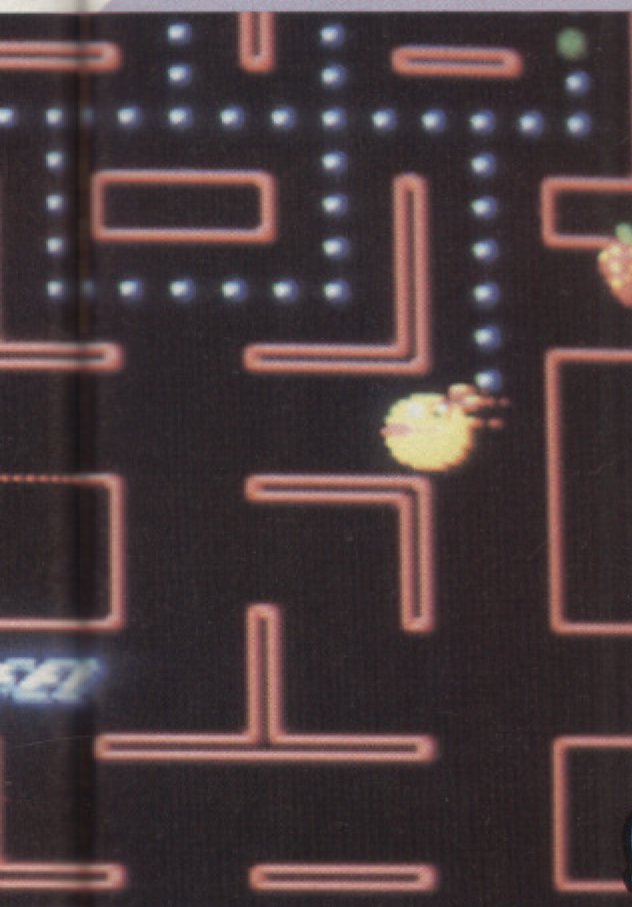


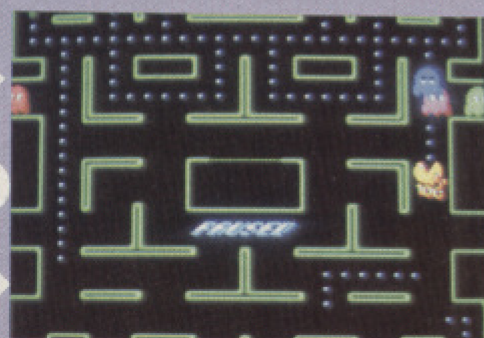
The ghosts enter Spaz Mode and completely ignore Ms PacMan - doh!



It's a dangerous place for Ms PacMan - those ghosts are closing in on her monkey ass







Sadness has prevailed! As you can probably see, Ms PacMan's running out of chomping material, and the ghosts are closing in - FAST!

COMMENT



RAD

These days, Pacman games are looking more than a little dated, so what have the programmers of Ms Pacman done to improve on the old gameplay. Well, in one-player mode, not a lot. It's the same old dot-eating action, but with bland graphics and sound and laughable "cartoon" intermissions. However, perceptions of the game alter a little once you try the game in two-player competitive mode, which injects a bit of freshness into the gameplay, with each player fighting over the power pills and fruit and bouncing into each other to spang the other player into a ghost. But to be honest, it all gets rather dull very quickly. If you're a Pac-fan, go for Pacmania - it's a lot more varied and enjoyable than this.

PRESENTATION 81%
Level select and a two fairly limited two-player modes.

GRAPHICS 42%
Simple in the extreme - five simple sprites and a stick maze.

SOUND 56%
Inane ditties and effects.

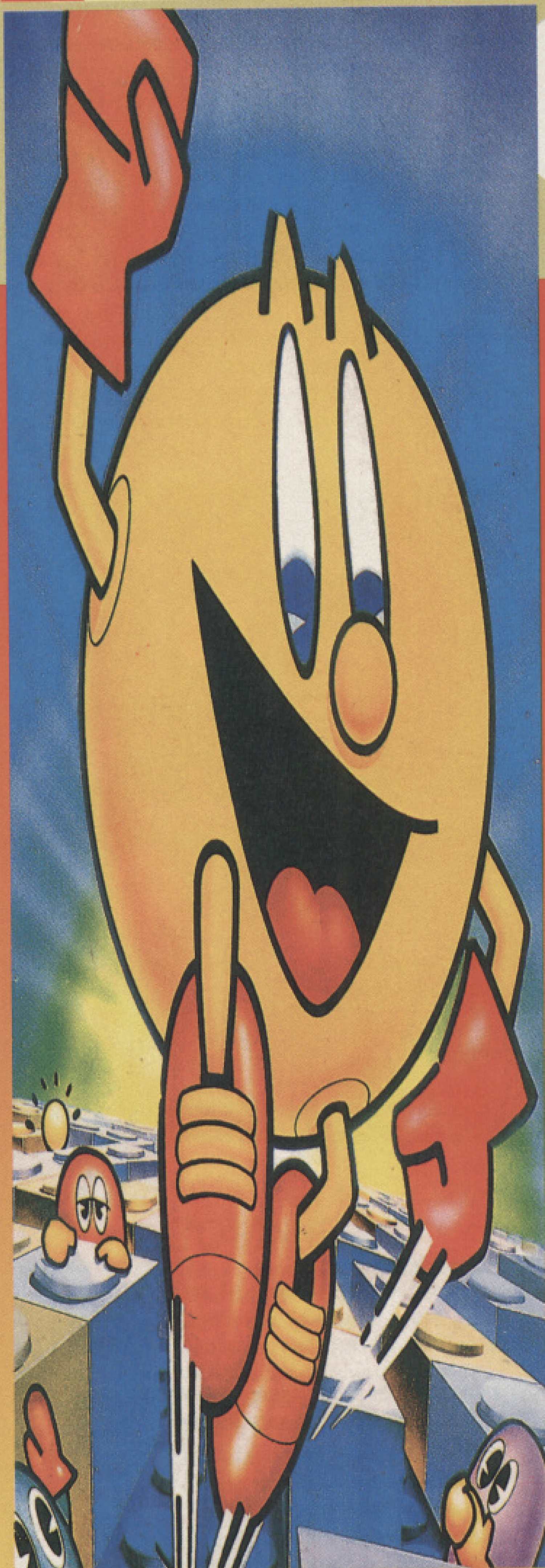
PLAYABILITY 50%
Gaming at its most basic - fun for a session or two, but boredom sets in very, very quickly.

LASTABILITY 25%
Lack of variety, levels, action and excitemen ultimately spell doom for this not-so golden oldie.

OVERALL 31%
A classic blast from the past that sadly should have stayed there.



PACMA



PAC PURSUIT

In the original PacMan game, only four ghosts were in pursuit. Now there are seven - eeek! Here are their characteristics...

PacMan, one of the most famous arcade characters of all time, is back - and this time he's brought his Dad. Well, no, he hasn't really, but this Megadrive version of the coin-op includes all the features of the original 1989 coin-op.

Featuring all four of the original levels - Block Town, PacMan's Park, Sandbox Land, and Jungly Steps - this forced-perspective 3D game stars everyone's favourite happy yellow blob collecting dots that are scattered around the landscape.

Of course things are never that simple. Pursuing PacMan are a number of ghosts, all bent on bringing about his demise. Some ghosts track him by his trail, others by working out where he is at present. Luckily our hero can jump, and neatly evade the nasties - if the hand on the joypad is quick enough!


SPUNKY (BLACK)
Not a lot is known about this mysterious ghost.


SUE (PURPLE)
Shadow's PacMan's every move.


FUNKY (LIGHT GREEN)
Beware - this ghost jumps!



PINKY (PINK)
Clever - likes to head PacMan off and ambush him.

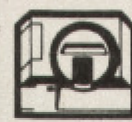

INKY (LIGHT BLUE)
Totally unpredictable - so watch him!



CLYDE (YELLOW)
Pursing ghost who's a bit slow.


BLINKY (RED)
The fastest and cleverest ghost.

▲ *Spunky and*



ANIA

COMMENT



JULIAN

The concept of dot-gobbling might be as old as the hills, but Pacmania proves that it's still as addictive as ever! It's a very slick conversion, and features every aspect of the coin-op, from the crisp graphics and wacky tunes to the neat intermission screens between levels. The varied difficulty settings offer plenty of challenge, even to the most seasoned of PacMan veterans, and the Pac boost adds a new aspect to the gameplay. If you're after something simple, addictive and different, Pacmania fits the bill perfectly.

PAC BOOSTER



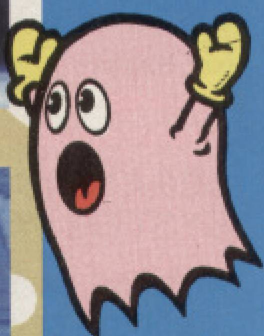
Two Funky ghosts are scared of PacMan!



Funky versus PacMan - a terrifying competition!

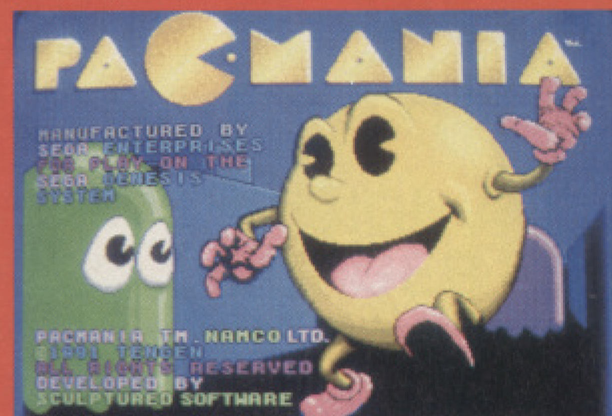


COMMENT



RAD

Until now, Megadrive owners have been deprived of Pac-related hilarity. Fortunately, Pacmania goes a long way to redressing the balance. It adds an awful lot to the old PacMan formula, the 3D angle and giant mazes make the game much less predictable, Pac's jumping ability stops you getting into any instant-death positions and each level's graphical difference prevents the action becoming too repetitive. Visually, there are few differences between Megadrive Pacmania and the arcade version, and the sound is also faithfully reproduced. If munching dots and dodging ghosts is your thing, you won't be disappointed.

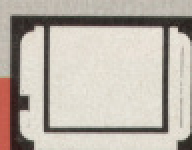


BY: TENGEN

PRICE: £34.99

RELEASE DATE: DECEMBER
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 5
CONTINUES: 3
SKILL LEVELS: 4
RESPONSIVENESS: GOOD







PRESENTATION 87%

A load of decent options, and great intermission screens.

GRAPHICS 84%

Simple and crisp. The scrolling is faultless, and sprite movement is smooth.

SOUND 84%

Very similar tunes and sound effects to the arcade game.

PLAYABILITY 90%

Getting into the game couldn't be easier, and within a few goes you're hooked.

LASTABILITY 84%

Tons of levels, and the different difficulty settings give Pacfans plenty of scope for long-lasting dot-gobbling fun.

OVERALL 86%

One of the simplest games available on the Megadrive - but it's also very challenging and highly addictive!



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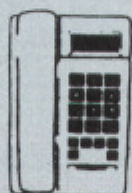
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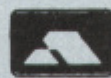
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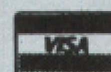
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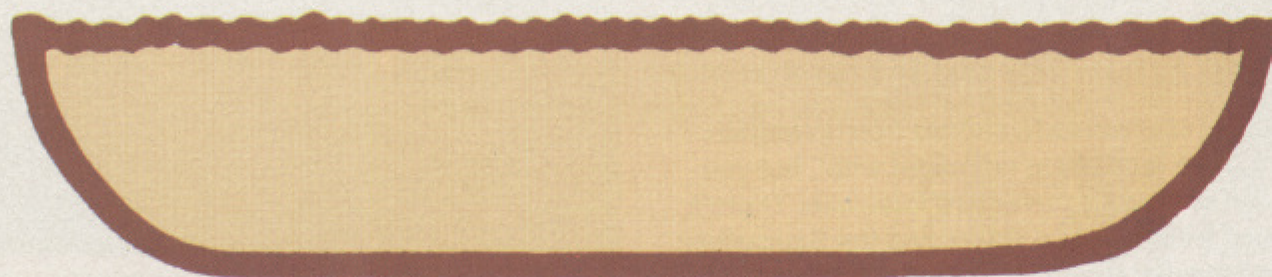
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OSMOND'S X MAS COMP

DESIGN A BURGER FOR OZ AND WIN A MEGADRIVE!

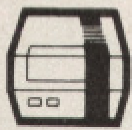
When it comes to oral delights, one thing, and one thing only tickles Osmond's fancy - hamburgers. He's a hamburger freak of ginormous proportions. Breakfast, dinner, tea, supper, elevensies, or just a plain old snack, hamburgers are tops on Osmond's list.

And what we want you to do in this special festive competition is to design our Oz a burger. You can send us a recipe, a drawing, a painting - or even a model if you're good with clay or plasticine! And you can be serious, or plain loony with your ideas.

Send you entries to: BURGER ME SIDEWAYS WITH A SESAME SEED BUN, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date of the competition is Jan 2nd 1992. After that day, Oz will drool over all the entries and pick the one which he likes best, and that entry will win its sender a brand spanking new Megadrive to play with. What a way to start the New Year, eh?

So get your thinking hats on and burger off!

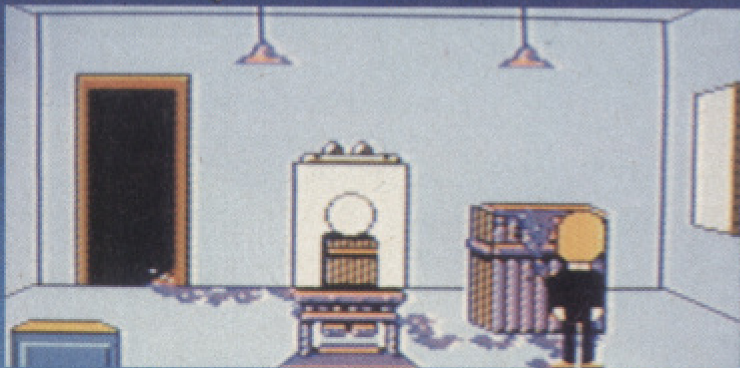




Twenty years ago, a meteorite fell to Earth near Cemetery Lane. This was no ordinary meteorite, however, and the occupants of 2406 Cemetery Lane, who stumbled across the wreckage, were changed into mad, cackling, blue psychopaths!

Worst of all, the meteor-driven loonies have kidnapped Dave's girlfriend Sandy and plan to use her in their dastardly scientific experiments! It's your job to control Dave and two of his pals as they break into the mansion and attempt to save Sandy without being caught by the evil inhabitants.

Maniac Mansion is an adventure which shows the characters' escapades side-on. Actions are selected with a cursor, using menus situated on the bottom half of the screen. All you do is select a word or words from the menu, such as pick up, go to or whatever, and point it at a part of the main picture screen. The relevant character will then try to do what he or she has been told. The action is mostly puzzle based, requiring the correct use of an item or action to pass certain stages.





Maniac Mansion®

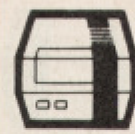
▼ *Look at that security door! It's locked and you've got to find the key!*

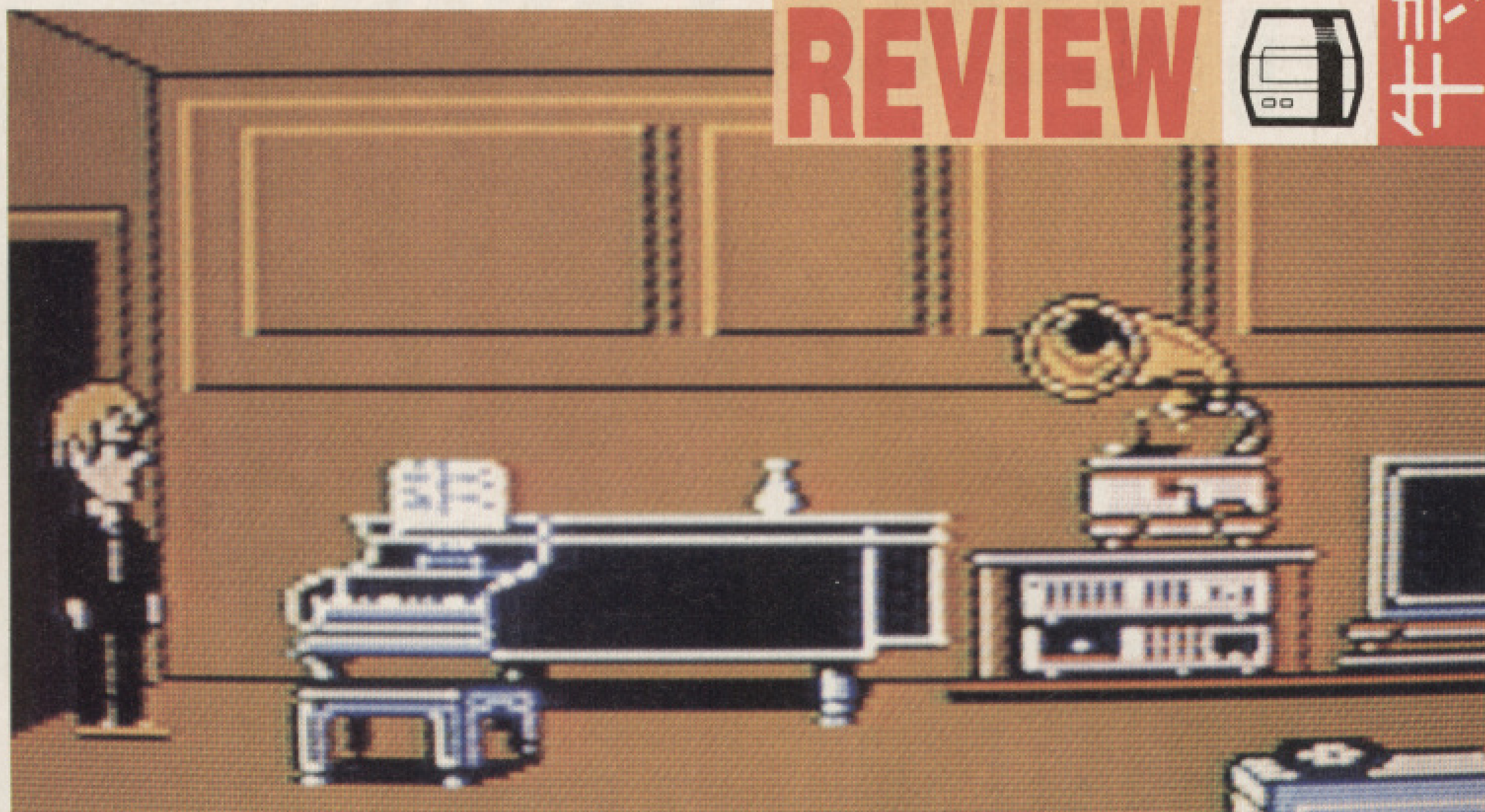


THE DUDES YOU CAN FRINK!

There are six characters to choose from in Maniac Mansion. Dave tags along no matter what, but you choose two of his pals to venture forth with. There's Razor, lead with the band Razor and the Scumettes; Jeff, a surfer-type; Bernard, a physics buff and all-round bore; Michael, ace photographer for the school paper; Syd, an aspiring musician; and Wendy, a budding novelist.

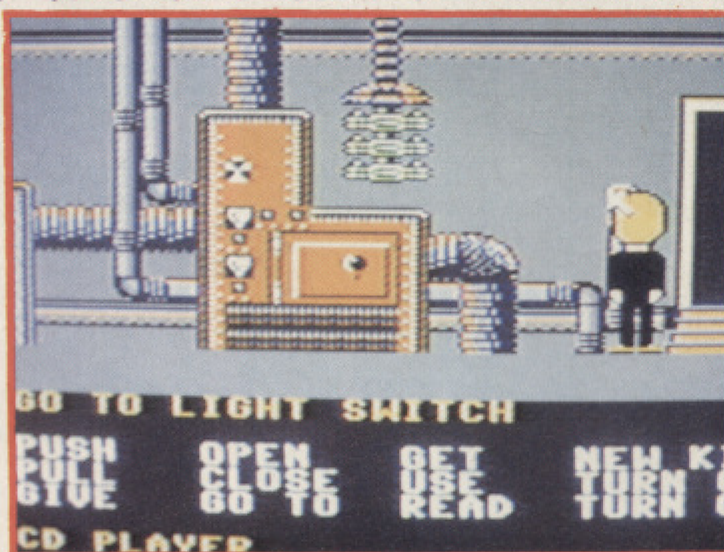






All forms of musical excitement are on offer here, but what does it all mean? Hmmmm...

NUCLEAR NUMSKULLS



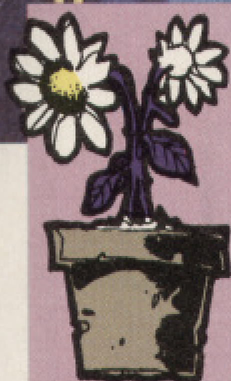
The family in Maniac Mansion take energy conservation to new heights - they've constructed a huge nuclear reactor on the ground floor! This powers the kettle, the TV and all their horrific experiments. Finding your way to the reactor room is a simple matter of pushing one of the gargoyles on the stair bannister, but once in there, be careful! One wrong move and you start a meltdown which destroys the mansion and everything within a five mile radius.

LOOK AT THE SIZE OF THAT THING!

Maniac Mansion would be simple if it were set in a small semi-detached (like where Rich lives), but it isn't. Indeed, it's set in a massive place, similar in appearance to the Addams family residence. It's quite similar in content too, with pets such as a huge green tentacle! Keep a look out for the members of the family who hide out in the deepest corners of some rooms, ready to pounce on unsuspecting intruders.

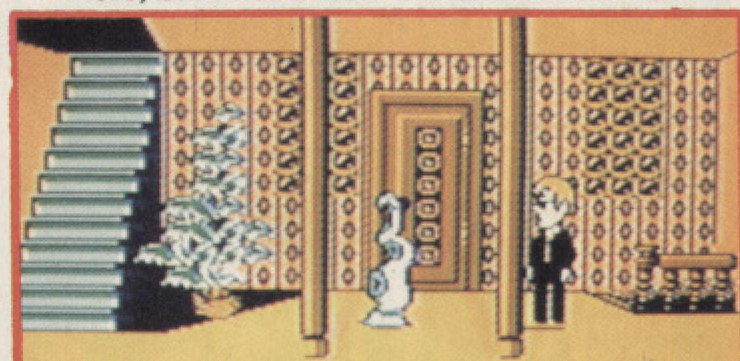


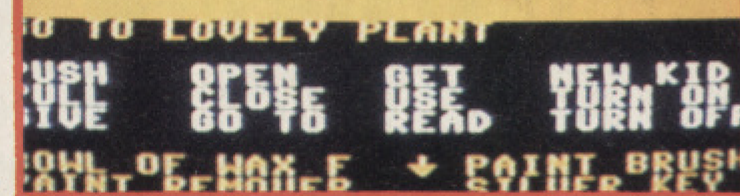
COMMENT



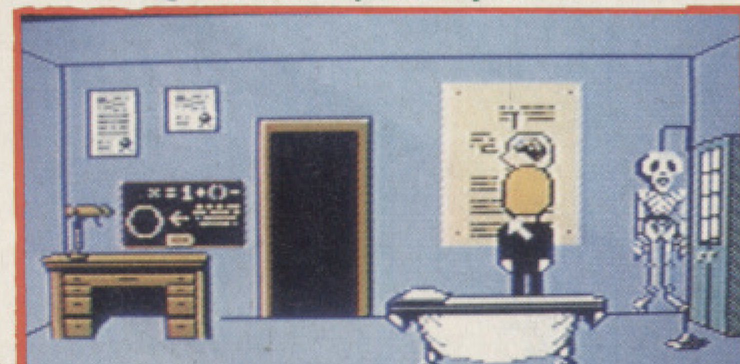
JULIAN

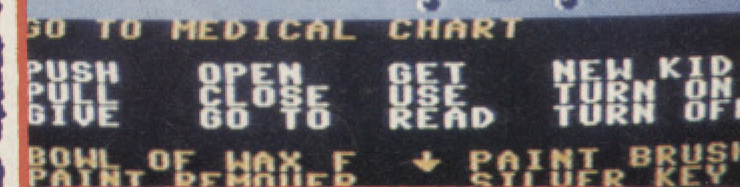
Maniac Mansion works along almost identical lines to Shadowgate, but the difference between the two is massive. Where Shadowgate was frustrating, obscure, unrewarding and dull, Maniac Mansion is easy-to-operate, lively, addictive and thoroughly entertaining. Presentation is superb (some of the cut-screens are really funny), and the puzzles are all very nicely thought out - there are no death-without-warning situations, so you're encouraged to experiment and explore. The graphics aren't outstanding, and the sound isn't anything to write home about, but Maniac Mansion's excellent, thoroughly rewarding and genuinely funny gameplay more than makes up for its deficiencies, and the end result is a highly original and very addictive adventure that no Nintendo owner should be without.



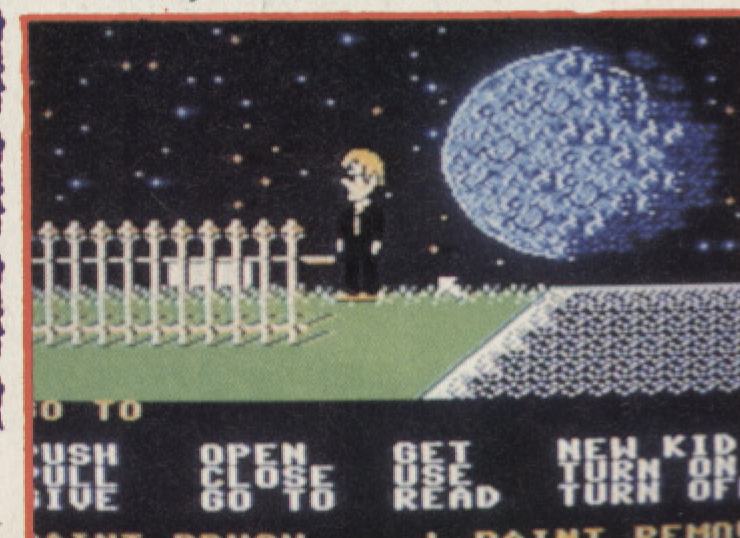


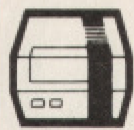
Watch out for the plant of doom! It's alive, kicking and not very friendly at all!





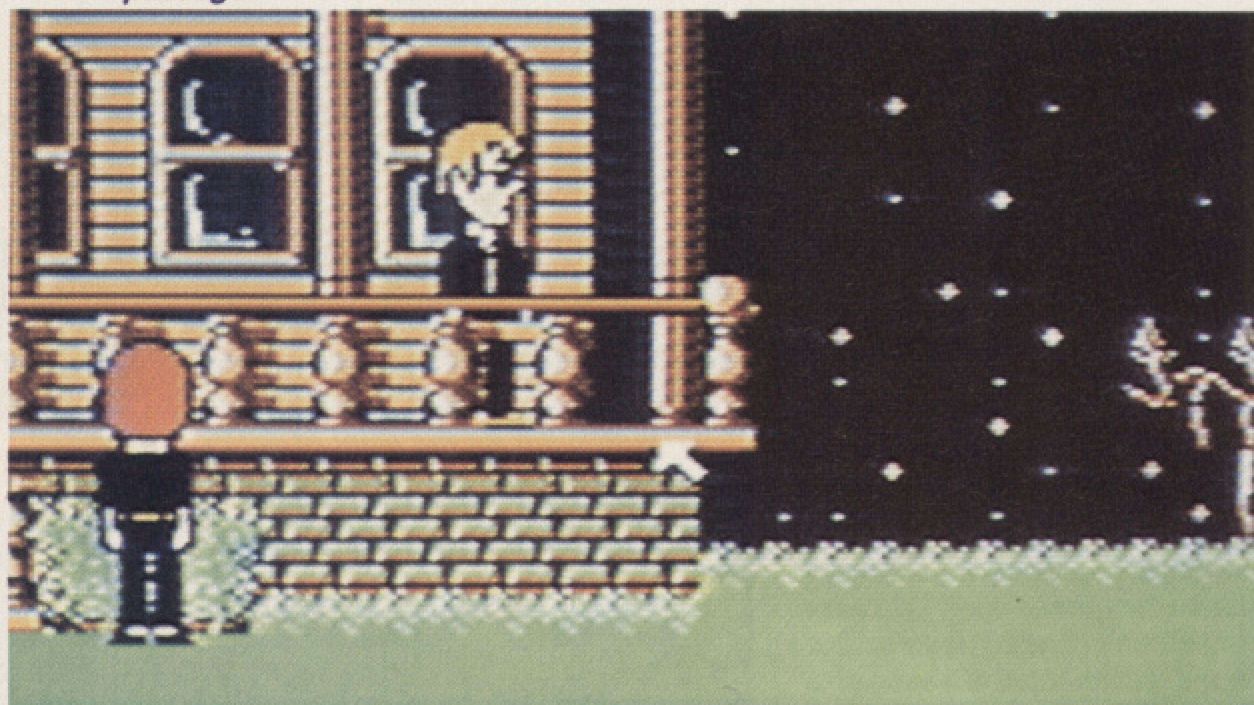
The kid checks out certain parts of human anatomy on the medical chart.







▲ *What a spectacular library! Here, our hero's found an entrance to the ubiquitous secret passage!*



▲ *Outside Maniac Mansion. Your first job is to get in!*

COMMENT

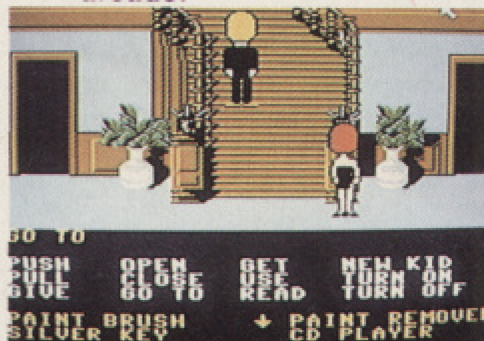


RAD

After last month's dose of role-playing "laughs" in the form of Shining in the Darkness, it's refreshing to see a decent adventure on a console. Maniac Mansion has been around for years, but it's still as playable today as it ever was. Graphically, very little has changed from the C64 version, and only minor improvements have been made in the sound department, but all the old puzzles, characters and jokes are there, including some great intermission screens featuring the evil antics of the Mansion's owners! If you're just a jaded blast-o-rama head, you probably won't reckon much to Maniac Mansion, but if you're looking for an adventure or just a game with a bit more depth, I'd recommend Maniac Mansion.



▲ *Maniac Mansion has its own arcade!*

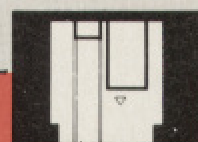


▲ *The staircase of doom!*



BY: LUCASFILM
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM/HARD
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: OKAY







PRESENTATION 78%
Game save options and superb in-game presentation.

GRAPHICS 72%
Decent enough animation and backgrounds, but the sprites are block city.

SOUND 70%
Middling effects and a variety of ear-bashing tunes.

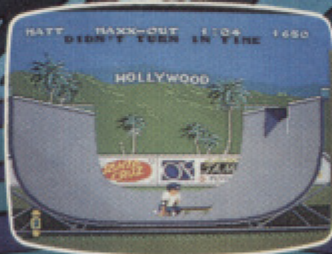
PLAYABILITY 88%
Cursor movement can be slow at times, but that doesn't really affect the overall gameplay.

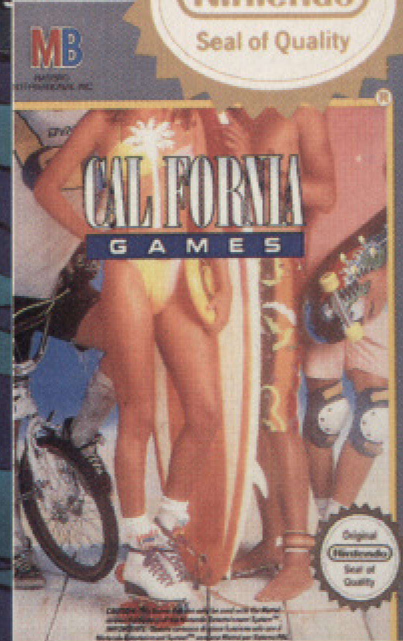
LASTABILITY 90%
A big game with a lot of tricky puzzles that should keep most gamers going for some time.

OVERALL 89%
A playable and long-lasting adventure which should appeal to anyone after something a bit different.

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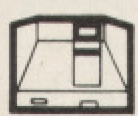





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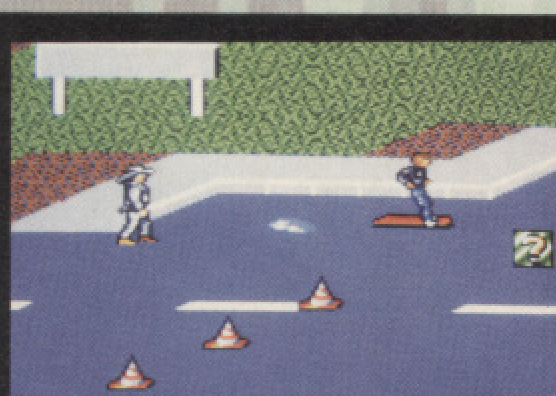
REVIEW

Marty McFly's back from the past to save the future! Freshly returned from re-arranging his own future by altering his parents' destiny in 1955, Marty hopes to carry on his life as normal - only to discover that his future children need his help!

With girlfriend Jennifer in tow, Marty jumps into Doc Emmet Brown's Delorean time machine and speeds off to 2015 to save his son from prison. He does this by incriminating the real felon, Biff's grandson Griff (this bit of the film is depicted in one of the hoverboard sequences detailed elsewhere in the review). However, the elderly Biff Tannen uses the time machine to change his own fortunes in 1955! At the same time, the police find the 1985 Jennifer, taking her to her 2015 residence. Marty has to rescue her (see the JENNIFER TIMES TWO box).

Thinking his work is done, Marty returns to 1985 - but it is a completely different scene that greets the lad as he emerges from the Delorean. Biff's minions have taken over Marty's home town of Hill Valley, so Marty's left to beat a path through Biff's cronies to Biff himself (this crops up in the game as a horizontally scrolling beat 'em up).

Once Biff reveals his dastardly plan, Marty travels back to 1955 to correct Biff's damage to the space/time continuum (as depicted in the game by the sliding block puzzle you see elsewhere in the review). However, Biff's still left loose, and in the last hoverboard screen, Marty uses his magical board to catch up with the bully and give his monkey ass a good dusting!

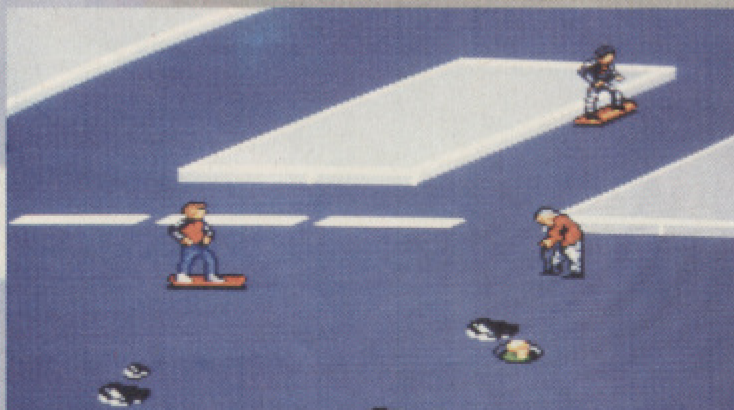


BACK TO THE FUTURE PART II

JENNIFER TIMES TWO



This bonus level casts the player as some god-like figure who can mysteriously open and close all the doors in the McFly residence (circa 2015). Your overall aim is to get the 1985 Jennifer to the front door, whilst keeping her apart from her 2015 counterpart.



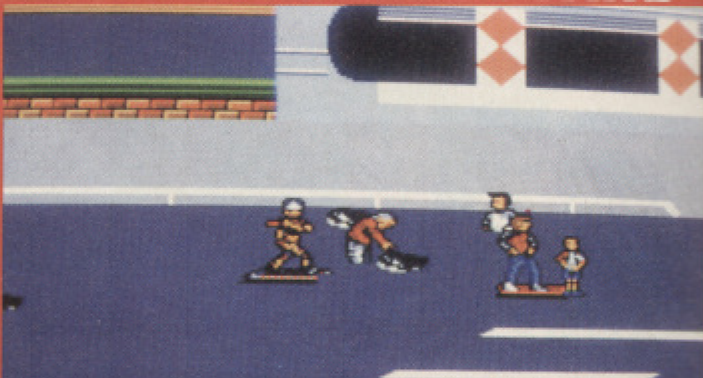
▲ *That's the elderly Biff there on the right!*

SLIDE-O-TRONIC

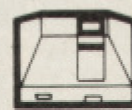


Hill Valley, 1955. Marty's job is to successfully re-arrange the events of the part by sliding this block puzzle about...

ON YER HOVERBOARD



It's a race to the reach the end of the scrolling terrain in both the first and last sections of the game! Armed only with his fist and massive hoverboard-aided jumps, Marty avoids the onslaught of Biff's minions.

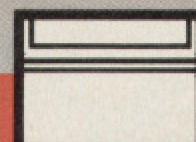


BACK TO THE FUTURE II

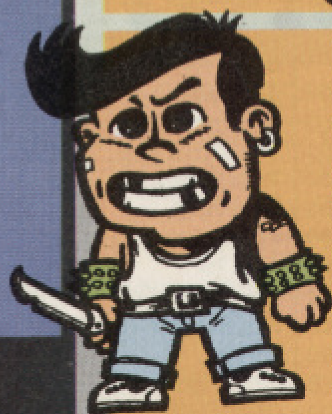
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DOCTOR EMMETT BROWN
JENNIFER
BIFF TANNEN GRIFF TANNEN

BY: IMAGEWORKS
PRICE: £29.99
RELEASE DATE: NOW
GAME DIFFICULTY: EASY/TOUGH
LIVES: 5
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SLUGGISH



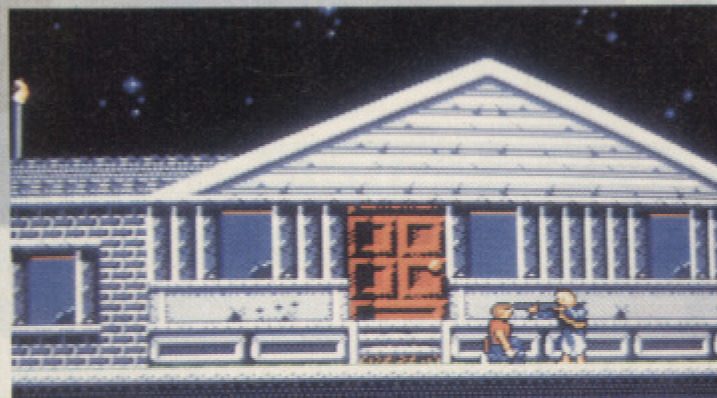



COMMENT



RICH

I'm rather saddened that Imageworks chose to release this conversion of the original computer game. The hoverboard sections seem ridiculously difficult. The collision detection is very ropey indeed and avoiding all the hazards thrown at you is nigh on impossible. Marty's punch is completely ineffective - and the animation's so bad it's like he's looking at his watch rather than delivering a vicious cuff! The second level is boring in the extreme, and the third "beat 'em up" level requires all the skill of uncoordinated baboon to successfully complete, while the sliding block screen is really tedious. The graphics throughout are tragic. Marty looks like some kind of mincing neandethal (perhaps it's only because his arms and legs actually move), and the rest of the backdrops and sprites make a complete mockery of the Master System's graphical abilities. In fact, the only things the game has going for it are the fine presentation screens before each level, and the novelty of these soon wears off. Imageworks have plenty of decent, topper Sega stuff like Speedball and Xenon II, so buy one of those instead of this cartridge-based tragedy.



COMMENT

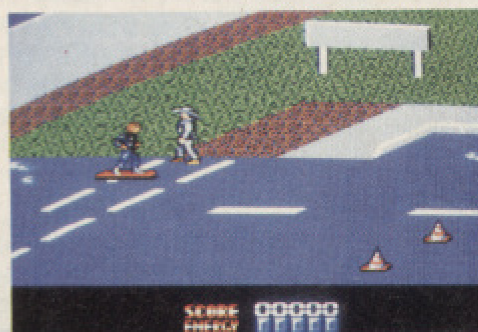


JULIAN

What we have here is one of the worst game-of-the-films I've ever seen. The first and last levels are dull and frustrating. The collision detection is dreadful, the control method is very poor and sprites seem to come out of nowhere, giving you no chance to avoid them unless you memorise exactly where they pop up. The beat 'em up section is also pathetic; again naff controls and collision detection help to make it an unenjoyable and irritating experience. The puzzle sections are the most interesting aspect of the game, but even they're not particularly good - the slide puzzle is limited and the house section is ridiculously easy to complete. With better graphics, an improved control method, better collision detection and severe playability tweaks, Back to the Future II could have been quite fun, but unfortunately it's not the case. My advice to Back to the Future fans is to wait until Back to the Future III is released - I've seen a nearly finished version of the game and it's miles better than this travesty.

SCROLL-O-MATIC!

The third level sees McFly racing along the horizontally scrolling screens of 1985 Hill Valley. But the Biff of 2015 has gone back in time and changed his own past, making himself the virtual ruler of Hill Valley in 1985! The streets are now dangerous, packed with Biff's crazed chums. Marty's job is to beat up these minions and reach the end of level so he can travel back to 1955 and undo the damage the 2015 Biff has done!



▲ *Marty enters deadly territory!*

PRESENTATION 82%

Nice presentation screens, but no options to tweak.

GRAPHICS 43%

Great static screens. Sad, laughable in-game visuals.

SOUND 56%

The BTTF tune grates forth from the Master System's tortured sound chip.

PLAYABILITY 43%

Awful controls and bad collision detection are just two of the problems in the playability department.

LASTABILITY 25%

The levels are either just too difficult or too easy. Either way, they're all pretty bad and you won't want to play them for long.

OVERALL 37%

An awful game-of-the-film with very little going for it. Wait for Back to the Future III.

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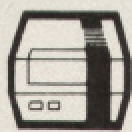
As regular readers of MEAN MACHINES know, Rich is a bit of a phonebox fiend. Every spare bit of time he has is devoted to phonebox fun and frolics as he makes secret calls to mystery people about strange subjects...

The only problem is that poor old Rich gets cold and tired - after all, phoneboxes aren't renown for their comfort. So what we'd like you to do is design a phonebox especially for him. Let your imagination run riot - you can have hot and cold running water, multiple rooms, a garage - anything. But it's got to look something like a phonebox when you've finished.

Send your entries to: WHEN IT COMES TO FUN AND FROLICS MY 'BOX WOULD GIVE RICH THE MOST SATISFACTION, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is - surprise, surprise - 2nd Jan 1992. The sender of the best entry will win a fab-o-rooni Gameboy and six spectacular games.



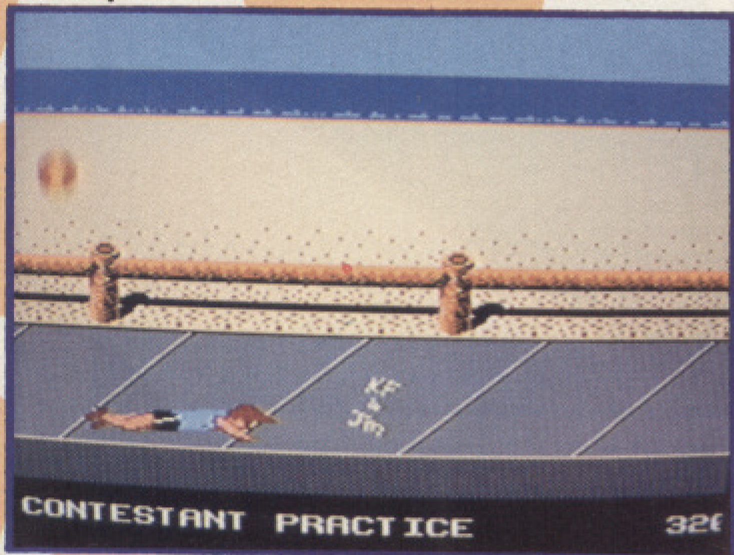
TELEPHONE



California GAMES

Are you gnarly? Well, if you are, I suggest you see a doctor. If you're just a cool dude, man, California Games could be the cart for you. The game involves competing in six bodacious events, namely foot-bagging, frisbee, surfing, BMX, roller-skating and half-pipe.

The object of this is to rack up mega-dabba-docious scores to impress all your pals. If your chums decide that they can do better, they can join in for up to four-player thrills and excitement. Whoever scores best here gets the coveted "Very Trendy Person Cup". Are you the raddest, baddest person in... your house, or are you just a sad and lonely pinhead who's about as cool as the planet Mercury?



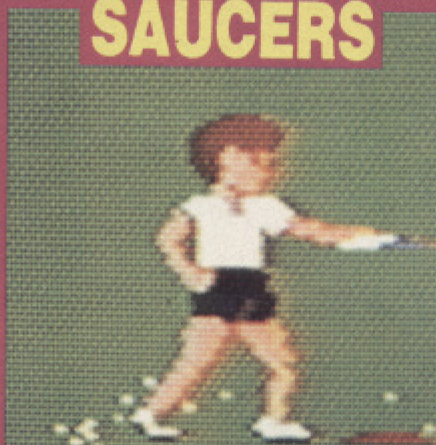
COMMENT



RAD

California Games is easily the best of the Epyx Games series, and it certainly made a successful transition to the console world when it hit the Master System. So how does the Nintendo version fare? Well, the graphics aren't bad, although the colours are very drab, and the sound is okay. But the real heart of California Games is the gameplay and I'm glad to say that that's one thing the NES version has in abundance. Each of the events provides enough challenge to keep you practicing for ages, and the multi-player option improves the lasting appeal greatly.

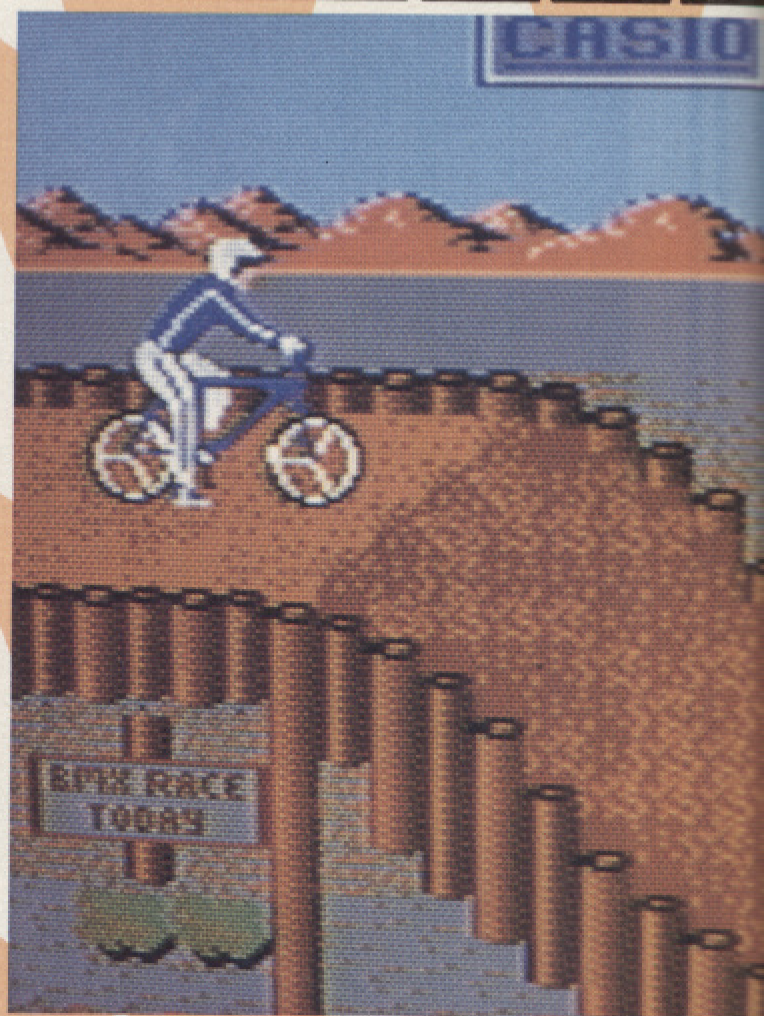
FLYING SAUCERS



Grab the circular flying item and send it whizzing towards your partner some 300 metres away. Points are awarded for a good, long throw and a stylish catch (dive for it for extra pose value!).

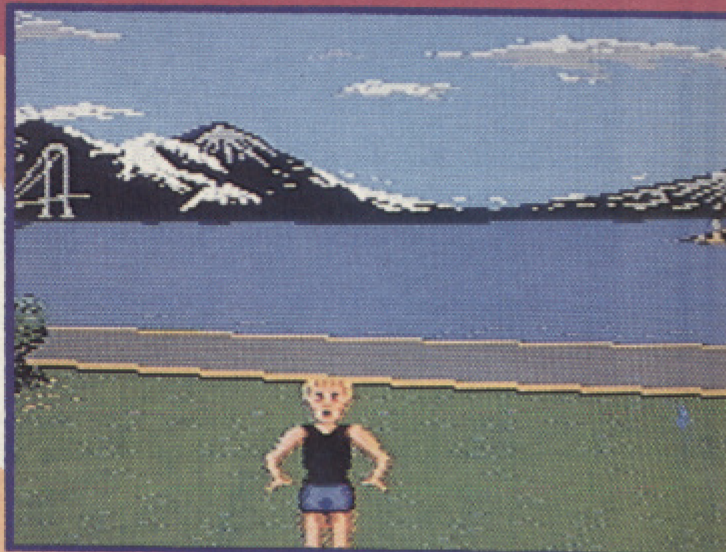
ON YER BIKE, MAN

Take to this hilly assault course and test out your BMX skills (even if the coolest dudes have got mountain bikes these days). The judges mark you according to the quantity and skill of the BMX-related stunts you pull off during the event.



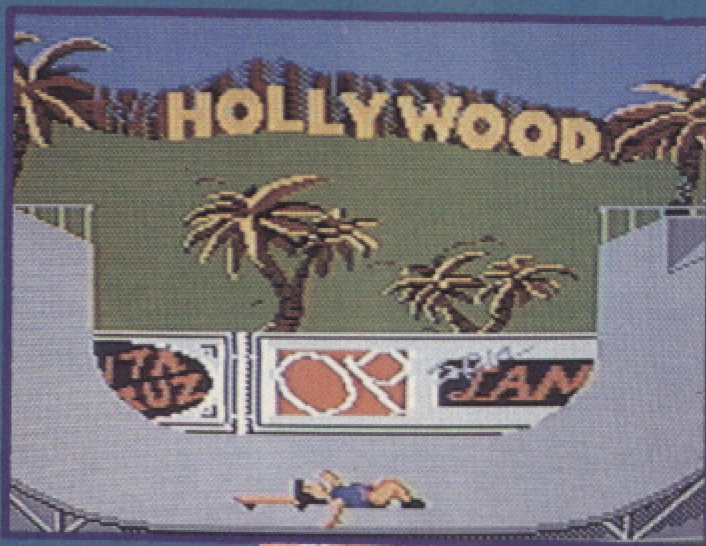
A KICK IN THE SACK

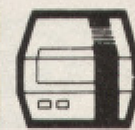
These days, foot-bagging may rank just above flared trousers in the trendiness department, but it's still an integral part of California Games. Amass those points by keeping the small sack in the air using every part of the body - apart from your hands.



AERIAL ANTICS

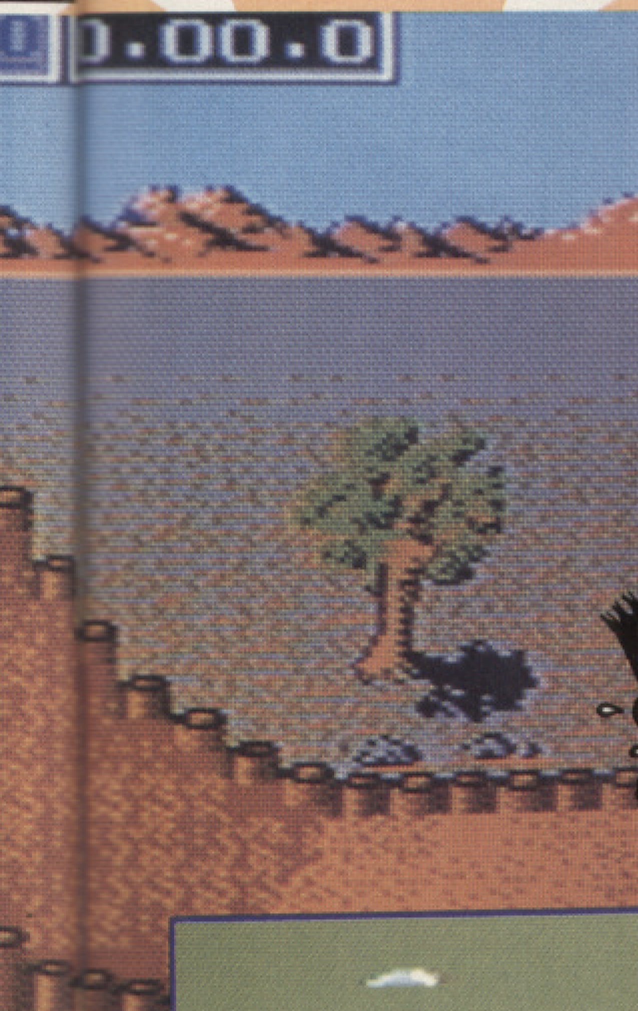
If finger flips, McTwists and Aerial Airs are your bag, doubtlessly you'll head straight for the half-pipe. With cunning use of the joypad, you can make your on-screen skateboarder perform hand-plant inverts. But if you're a real skill dude, awesome aerial jumps and swivelling kick turns are the ones for you! The faster and more precisely you do these, the more points you get.





rnia





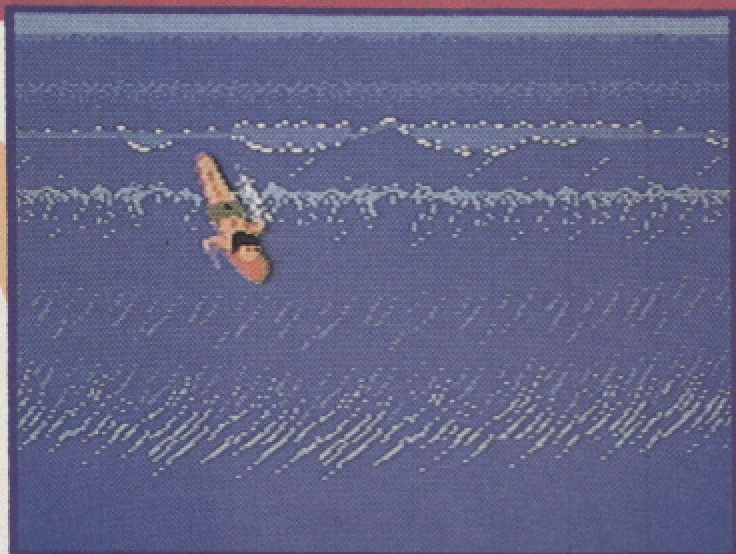


BOGUS SHRED, HOMES

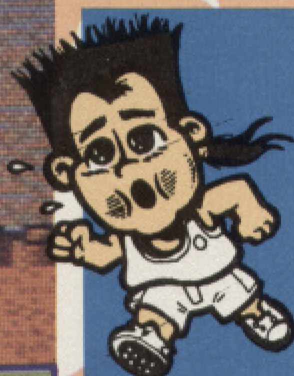
After the completion of an event, a panel of judges award marks reflecting your skill. If you notch up a ten, you're a true pro California head, but a score of only two or three is a most heinous failure, which should be rewarded with a smack around the head with a rolling pin.

YO! HANG EIGHT!

Surfing is similar in format to the half-pipe, with your surfer performing aerial twists whilst avoiding being swallowed by the roll of surf catching up with him... and the shark swimming below!



COMMENT



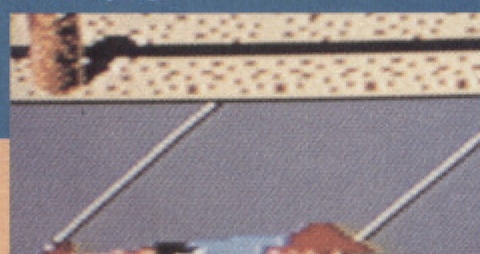
JULIAN

California Games is one of my all-time favourite Master System games, and I was interested to see whether this version would be as good. Well, at first things don't look promising. The graphics aren't as good as the ones on the Master System version and the sound is roughly the same. However, play it and your fears soon evapourate - the gameplay offers even more fun and challenge! Each event is almost like a game in itself, especially the foot-bag, and there's plenty of potential to knock up huge scores. With its multitude of options, including the multi-player mode, California Games offers plenty of challenge and lasting appeal and shouldn't be missed by crazy dude sports fans.



AYE CARUMBA!

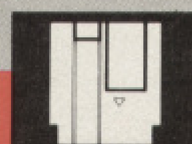
This event gives you control of a buxom skating type, travelling over a horizontally-scrolling beach-side pavement. Simply skating to the end quickly impresses the judges, but watch out for cracks in the pavement, sand and other obstacles guaranteed to send your chick flying!





BY: MB GAMES
PRICE: £39.99
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: GROOVY







PRESENTATION 86%

Loads of options, a choice of sponsors and excellent in-game touches.

GRAPHICS 79%

Dull colours, but terrific animation.

SOUND 75%

Good, though sparse effects and catchy ditties.

PLAYABILITY 91%

As playable as heck, with plenty of challenge and variety in all of the events.

LASTABILITY 87%

Lots of practice needed to master each event, and the multi-player mode adds plenty of extra lasting appeal.

OVERALL 90%

A fab and generally wondrous game which should appeal to any Nintendo owner who lives east of Beverly Hills 90210.

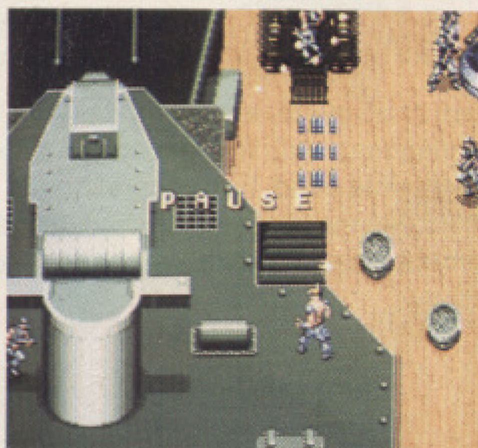


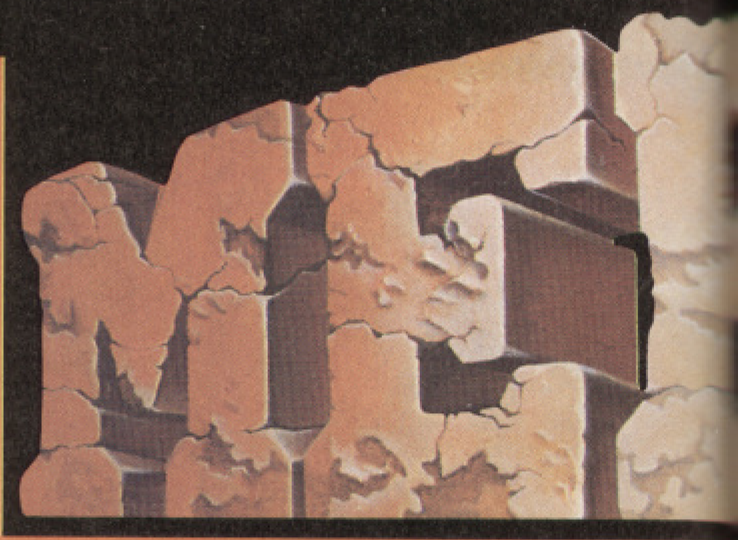
STORY

Poor old Mr Reagan. He's finished being president of the USA, but still those terrorists won't leave him alone. They've gone and kidnapped the senile old duffer and are threatening to kill him if all America's nuclear missile codes aren't handed over to them. Obviously, the government aren't going to waste any of their proper soldiers on the inevitable rescue bid, and so they hire you, a top mercenary, to do the deed.

This means you wander up the screen in the style of the old game Commando and shoot everything. This includes enemy soldiers, enemy tanks, enemy jeeps and even enemy trees! A fair smattering of collectables are yours for the taking, should you find them, and these should doubtless aid you in your battle against a huge piece of war machinery at the end of each level, such as fighter 'planes, battleships, helicopter gunships and a giant bomber.

Can you save the ex-president and dispose of the terrorist threat? Remember, the entire free world is depending on you.







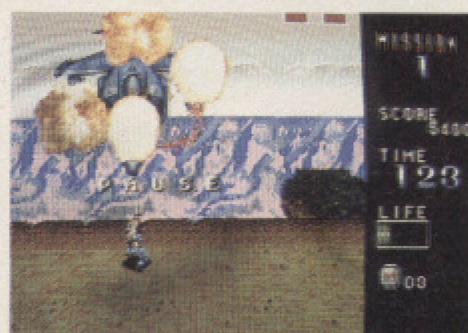
ARCADE

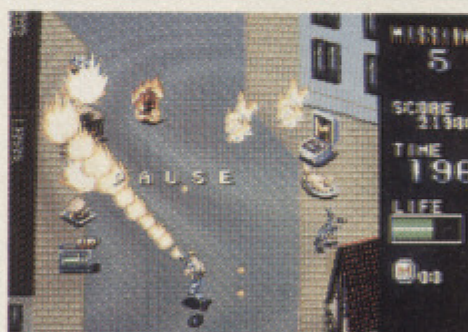


The original Mercs arcade game was a three-player feast of violence and death. Apart from losing two players, the Megadrive conversion retains all of the levels, enemies and playability of its arcade parent.

ARCADE MODE

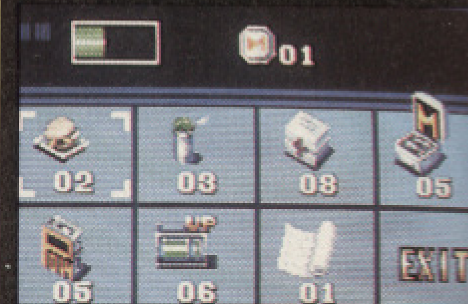






Crates are liberally spread around the scenery. Shooting these reveals a handy item. It could be a weapon, a Mega Crash bomb, energy-restoring food, mega-energy-restoring med kits, speedy boots, an armour jacket, a power upgrade for your existing weapon, or even deadly dynamite which explodes and kills you!

SHOP ANTICS ACTION

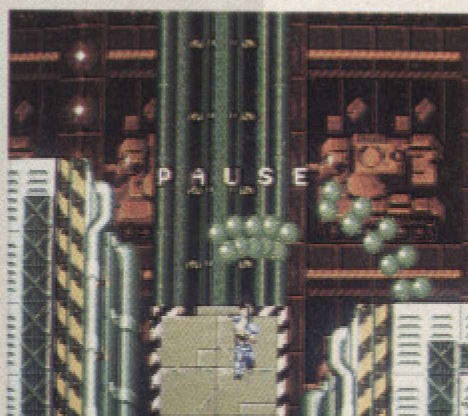


One of the new features of the original mode is the shop that pops up every so often. Available here are such goodies as food, which restores between two and six units of energy, med kits which restore sixteen units, or fully replenish your energy bar, power-ups, bombs and energy bar extensions, for mega energy laughs and frolics. But how are you supposed to pay for all this? With the medals that you find by shooting crates, of course!

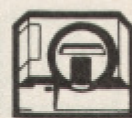
BULLET-RIDDEN

What would a shooting game be without extra weapons? Pretty dull, that's what. Fortunately, Mercs has loads of spiffing things to blow people up with. On offer in this mega-violent game are the likes of machine guns, bombs, flame throwers, shotguns and rocket launchers.

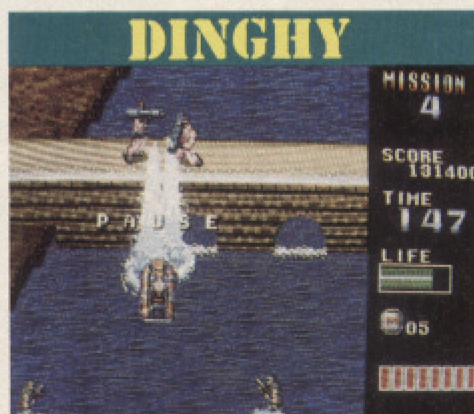








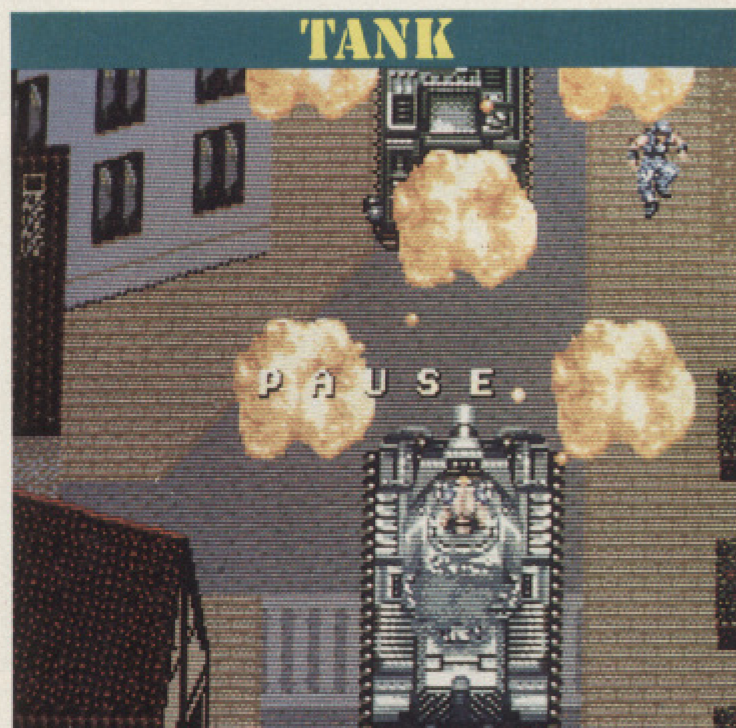






THE DRIVING FORCE

One of the best ways to make quick advancements in Mercs is to capture an enemy vehicle. First, kill the driver, then hop in and enjoy a spell of invincibility and super firepower! Jeeps are the most common vehicle, but for real destruction, try a tank or gun turret, and for water-borne death and devastation, steal an inflatable attack dinghy!



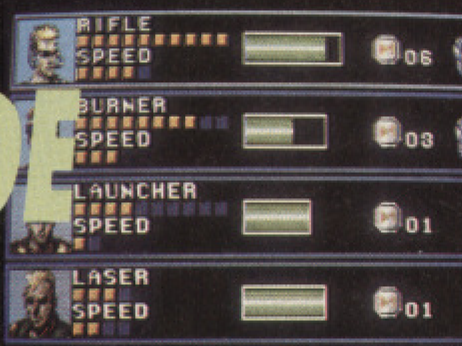


ORIGINAL MODE

Also included on the Mercs cart is an all-new eight-level version of the game. Each level of this game is totally different to the arcade mode, meaning that you really get two games for the price of one. How's that for value?



▲ *Watch out for the enemy gasses in the game! Collect the gas mask to avoid a hideous death!*







YOUR MATES MUCK IN

The original mode utilizes a system similar to that of GG Shinobi, in that your Merc picks up other like-minded soldiers, each armed with their own special weapons. This gives you the equivalent of five lives and an instant selection of weapons. Other than the shotgun, all the arcade guns are available, as well as two new ones: the laser rifle and homing missiles!

COMMENT

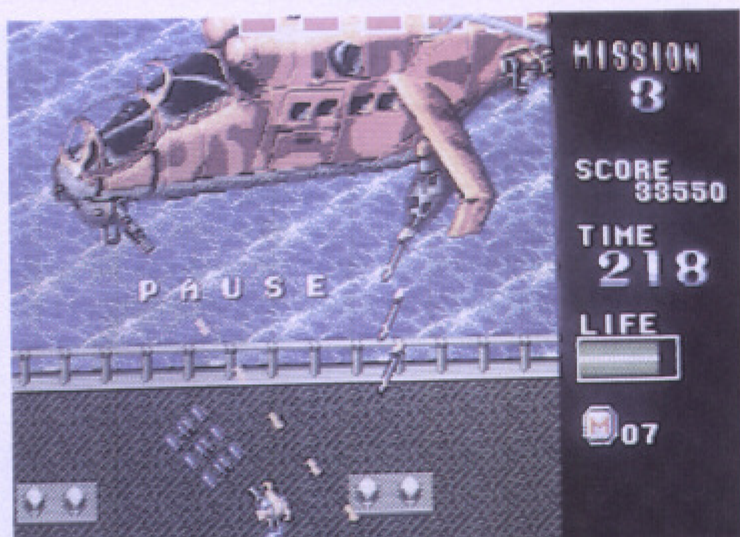


JULIAN

In the death 'n' destruction stakes, this spot-on conversion takes some beating, featuring some of the meatiest mega-weapons ever seen in a game of this kind! Like most Megadrive games, you can finish it fairly quickly on the easiest level, but select the hardest one and there's a decent challenge to test your shoot 'em up skills. The graphics are excellent, with plenty of small, but nicely detailed sprites running around trying to bring about your demise, and sound consists of thumping soundtracks and even louder explosions. With two different games in one cartridge, shoot 'em up fans who ask Santa for Mercs will have themselves a very merry Christmas!



REVIEW







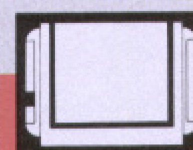


BY: CAPCOM

PRICE: £34.99

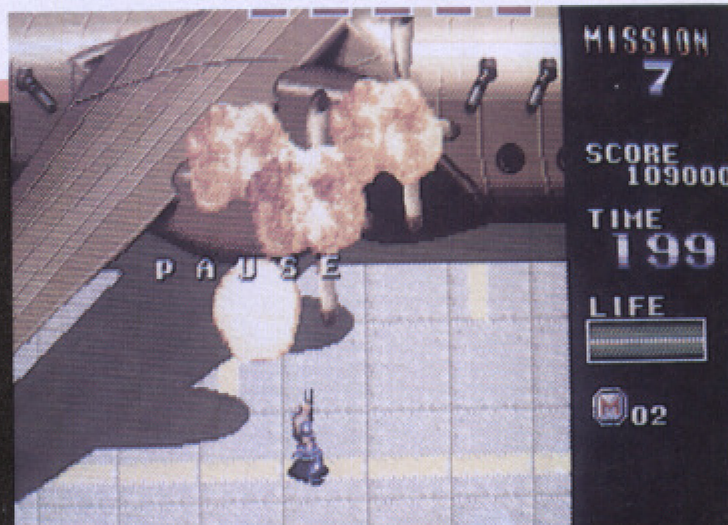
RELEASE DATE: NOW
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 1-5
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: SPEEDY







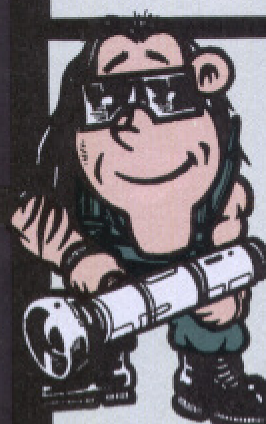








COMMENT



RAD

Arcade Mercs was no great shakes in the originality department, but it was very playable nonetheless, so I was looking forward to seeing this. Suffice is to say that I haven't been let down. Mercs excels in every area; the graphics are superb, the sound produces some very satisfying explosions and general death-related noises and the gameplay is faultless. This would be enough, but there's also the original mode which actually betters the arcade game in terms of playability! I cannot enthuse enough as to how fantastic this game is, so just go out and buy it and for yourself.

PRESENTATION 81%

Standard options, animated intros and great shop and mercenary select screens on original mode.

GRAPHICS 89%

Loads of great sprites, backgrounds, animation and effects. Just watch 'n' burn!

SOUND 88%

Explosions, screams and gunfire abound, as well as some brill tunes.

PLAYABILITY 91%

The straightforward, high-quality blasting action results in instant addiction.

LASTABILITY 83%

Loads of levels and two different games will keep blasting fans happy well into the New Year.

OVERALL 88%

A stunning conversion made even better with the addition of a second, expanded game on the cartridge. Blasting fans shouldn't miss it.

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EARTH DEFENSE FORCE		£45
FINAL FIGHT	£45	£40
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PILOT WINGS	£40	£40
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SUPER MARIO WORLD		£40
SUPER R-TYPE	£45	£40
SUPER TENNIS		£43
UN SQUADRON/AREA 88	£45	£40
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* * * ATARI LYNX * * *

ATARI LYNX 2	£85
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SCRAPYARD DOG	£25
TURBO SUB	£25
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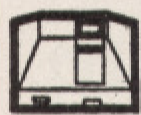
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PRODUCTS REQUESTED

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TOTAL SENT – CHEQUE / POSTAL ORDER / CREDIT CARD

PLEASE COMPLETE IN CAPITALS
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SIGNATURE



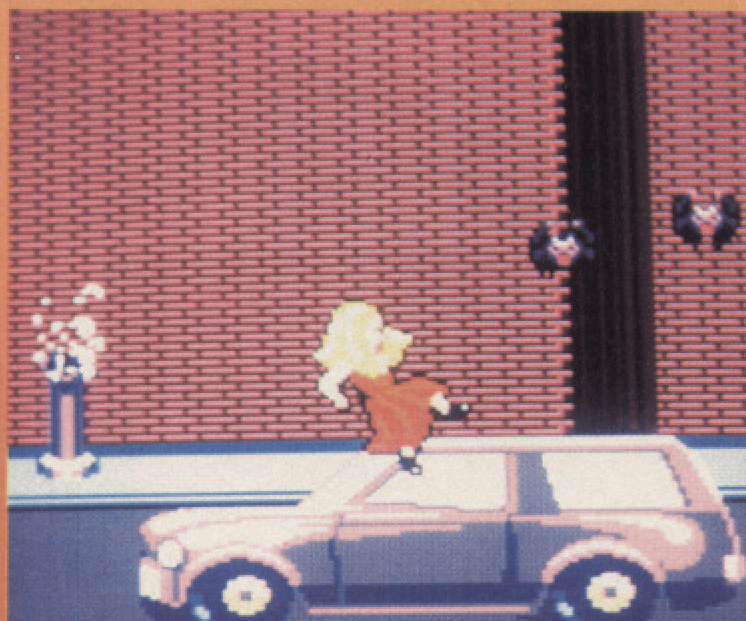
REVIEW

LASER

Every thirteen years, a place known as Ghost City appears. This ghastly town is inhabited by all manner of evil and grotesque creatures who take great pleasure in committing any number of vile and horrifying acts on the populace of nearby towns. Worst of all however, is the tendency of these monsters to kidnap a child, steal its soul and then sacrifice it.

This is where you come in. You are a good ghost, committed to being nice, and you have decided to save the kidnapped child with the aid of your laser rifle. This is by no means an easy task, as the child's soul has already been stolen. As a result of this, she cannot act of her own accord and needs you to direct her out of Ghost Manor to Ghost Headquarters, whilst blasting all the evil ghosts that bar your way.

Laser Ghost is another of Sega's not-quite conversions insofar that although the Operation Wolf-esque gameplay has been retained, a new element has been thrown in, that being the child you must protect. This adds a new angle to the gameplay, as you must remember to guide her around obstacles whilst all the time checking the ceaseless efforts of the ghosts as they try to keep hold of their captive.



▲ ***Should you mistakenly blast the girlie you're supposed to be protecting, this is what happens. Pretty Spooky, eh?***

COMMENT



RAD

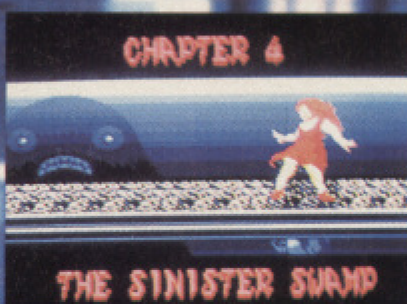
Laser Ghost was a fun coin-op, a sort of Beast Busters with infinite ammo, so I was pleased to see it being converted to the Master System. I shouldn't really have been surprised by the changes after having seen Line of Fire, but I still was. Luckily, this time, the gameplay has not been utterly mangled by the alterations, and indeed, it's quite a fun game. The graphics are certainly nothing inspiring, the sound is awful to say the least and to begin with, the control system is unnecessarily fiddly. But there's something about it which makes Laser Ghost quite enjoyable, especially with the light phaser. Phaser fans should be pleased with this, although anyone else would be advised to give it a go first.

GROOVY GHOULIES

Laser Ghost wouldn't be the same without a variety of gruesome ghoulies to destroy, so it's fortunate that there are plenty in this version. Among the spooky targets are bats, skeletons, haunted paintings, zombie tomatoes, animated suits of armour and even flying tables! But these are nothing when compared to the end-of-level guardians, which include mud zombies, fire-spitting portraits and possessed cars! Eeek!



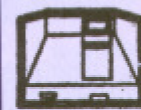




DON'T YOU JUST LOVE BEING IN CONTROL?

Guiding the girl around is simple. It's just a case of shooting the ground at her feet to make her turn around. She will then take the first passage she faces, making it possible to direct her into tunnels to her left or right. Guiding the gun sights around is slightly more difficult, as they are automatically attracted to the centre of the screen, and therefore always drift that way when the control pad is released. Firing steadies the weapon, but this means it is impossible to move the gun and fire at the same time

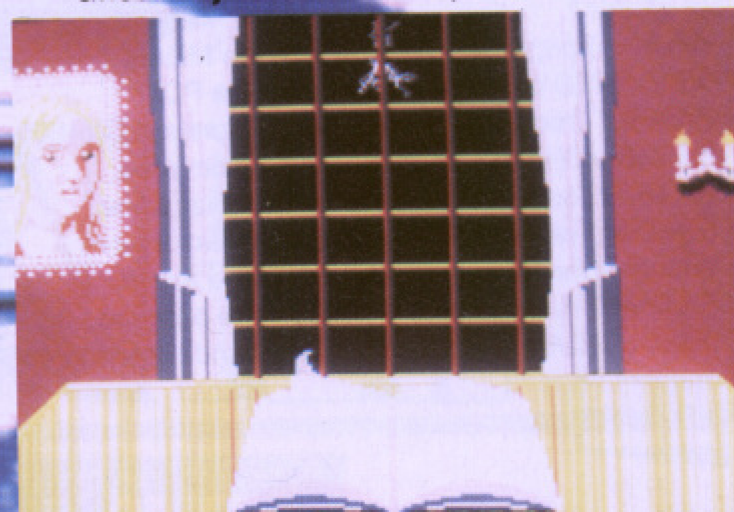


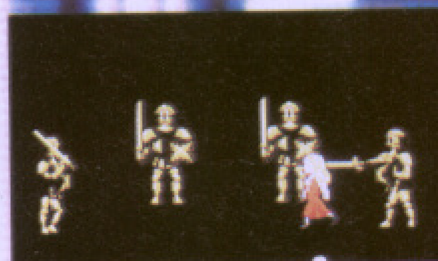


GHOST



This story book screen tells the savage tale of Ghost City's arrival in our plane of existance.





COMMENT



JULIAN

A stunning-looking super-sounding ground-breaking game this isn't. But it's a good laugh, and that's what's important. The ever-moving cursor seems a bit of a pain at first, but once you get used to it the game soon becomes addictive and you start to enjoy yourself. There are loads of baddies to shoot, and I like the idea that you've got to keep one eye on the girlie, which adds a new dimension to the game and really keeps you on your toes. If you're looking for a fun light phaser game, or are just after a shoot 'em up that's a bit different, check this out.

GIZZA GO

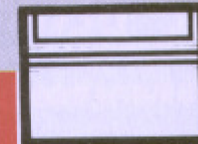
There are two modes of play open to would-be Laser Ghosts: one-player where the joypad is used to control the gun sights, trigger and special weapon, and simultaneous two-player in which the light phaser controls the gun sights and trigger, and the joypad controls the special weapon. This means that if you've got a mate who's a complete crip but wants to join in, you can give him the joypad and put him in control of when to use the smart bombs, where he can't do too much damage!





BY: SEGA
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 68%

No options, but plenty of intermission screens.

GRAPHICS 64%

Okay sprites with average animation. Nothing to get all excited about.

SOUND 48%

Screechy tunes and few effects. Turn the sound off before plugging in the game.

PLAYABILITY 77%

The control system takes a bit of getting used to, but after that it's great fun.

LASTABILITY 72%

Not all that difficult, but there's plenty of levels and lots of secret rooms and bonuses.

OVERALL 76%

A neat little light phaser title which offers plenty of blasting fun and frolics.

THE MAKING OF MEAN MACHINES

How did the World's greatest console magazine ever come into existence? Jazza Rignall reveals all (oo-er), from the very messy birth in a seedy Farringdon stable called Priory Court to the naughty behind-the-scenes happenings in this, the exclusive, never-before-told true story. The names have been kept to reveal the guilty...

IN THE BEGINNING

It was a bright day in July 1990 when three furtive-looking individuals trooped into the Studio Cafe in Farringdon to discuss top secret plans for a new magazine launch. Julian Rignall, editor of C+VG, Gary Harrod, a complete nobody who had design talents coming out of his every orifice and EMAP Publisher Graham Taylor ordered some coffee, sat down and began to put together their plans. After some hours (and the fact that the cafe owner threatened to take the table away) the blueprints were finalised - MEAN MACHINES was go!



GRAHAM



JULIAN



GARY

WHY ISSUE ZERO?

To launch MEAN MACHINES, we needed heaps o' cash. And since our money man, good old Lord EMAP, has purse strings that are marginally tighter than a kipper's backside, we needed to show him exactly what a totally skill idea MEAN MACHINES was. So Jaz and Gaz spent weeks producing the legendary Issue 0, a one-off special to show what the magazine would roughly look like. A very limited number of these were printed, and were shown to Lord EMAP and his cronies. They thought it was dead brill (in their own words) and immediately dispatched a minion to the EMAP coffers to bring us a very large suitcase stuffed with enough used fivers and tenners to enable us to launch MEAN MACHINES!

DROP THE PC ENGINE AND GX4000



When we originally came up with the MEAN MACHINES concept, we included the PC Engine/Turbografx and the crappy Amstrad GX4000 console in the line-up of machines it covered. However, once we began to put the magazine together, we realised that we simply didn't have enough room to cover everything, and the PC Engine/Turbografx and GX4000 were dropped, making MEAN MACHINES a Sega and Nintendo only mag.





CH-CH-CH-CHANGES

When you read through Issue 0, which follows immediately after this feature, you'll see that it's almost the same as the MEAN MACHINES you read now. Tweaks were made between finishing the "dummy" issue and the "real" Issue 1 to things that we didn't like. Most noticeable is the cover logo, which was just too boring and straight. Also on the cover, we decided include pictures of the machines the magazine covered, rather than just write what they were along the top. Inside, the logo for the news pages was changed to make it bigger, the Megagame logo was redrawn and the ratings box was tweaked to make it look nicer.

THE ACORN

Saved for posterity under a glass display in EMAP's private Museum of Publishing History are the two bits of paper upon which this magazine was conceived. On these two important relics (on public display for the first time) are the very first MEAN MACHINES ideas scribbled by Jazza as he took the train home to Southend very late one night. There are some basic logo sketches, along with a rough plan of editorial content - some ideas made it and some didn't...

Mean Machines stuff
Editorial: explain what ratings are
Other PAGS
Editorial — Ad index
News : 4
Letters : YOB Reference to C+VG 4
Comps
Phone lines :
Tips : Maps, tips, Visually Stunning
Previews
Q+A? Please help!!!
Dear YOB: What, where, when
Charts ? Maybe readers chart / music charts
Classified
High scores / Challenge
Previews : Big Previews (dps)
Coin-op column:
Next Month :
Merchandising

MEAN
MEAN
MEAN MACHINE
MEAN

THE MAKING OF MEAN MACHINES

TEETHING TROUBLES

It normally takes four weeks to put together MEAN MACHINES - but the first issue took six! Why? 'Cos the team were beset with a series of unbelievable disasters. First of all, Jazza's printer cable which connects his computer to the laser printer (which is used to output the text you read in the magazine) mysteriously stopped working - and he couldn't order a new one for several days because the manufacturer's stocks were exhausted! Then his PC Compatible (which is used to write all the words you read) blew up, and a new keyboard had to be ordered. And then the hard disk on his PC Compatible went screwy and a specialist was rushed in under emergency conditions to fix it before nearly three quarters of the magazine, which was stored on the disk, was completely lost forever!

MEAN MACHINES ORIGINS

MEAN MACHINES' roots go way back to the October 1987 edition of Computer and Video Games, when a new two-page column was introduced into the magazine especially to cover the new breed of consoles that were arriving in the UK. Like the rest of C+VG at the time, it was horribly designed and was absolutely packed full of laughably bad spelling mistakes and basic grammatical errors (since then the entire staff has changed and now it's fab and error-free), but it did contain plenty of hot console news. The column gathered a cult following, and over the next 30 months got bigger and better until it became so-o-o popular Jaz decided to turn it into its own magazine.

MEAN MACHINES

Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look at the gems in this issue — an exclusive review of Outrun, plus a red-hot news on Nintendo games coming soon from the US/Japan So stay with C+VG it's where the NEWS is!

REVIEWS

T.T.'s TOP SCORE CHALLENGE

Mean Machines is meaner than ever this month. Everything is a red hot exclusive — including the first in depth look at CPC Engine CD software, reviews of Space Harrier and Vigilante, Gradius for Nintendo and Cyborg Hunter on the Sega. Plus all the latest console news. Start here for consoles.

MEAN MACHINES

CYBORG HUNTER
SEGA, £24.95

Cyborg Hunter — arcade adventure for Sega.

JULIAN RIGNALL

SEGA
- GRAPHICS 79%
- SOUND 68%
- VALUE 67%
- PLAYABILITY 78%
- OVERALL 76%

MACH RIDER
NINTENDO, £29.95

Mach Rider fails to impress on Nintendo

JULIAN RIGNALL

NINTENDO
- GRAPHICS 61%
- SOUND 42%
- VALUE 33%
- PLAYABILITY 59%
- OVERALL 58%

BASEBALL
NINTENDO, £24.99

JULIAN RIGNALL

NINTENDO
- GRAPHICS 40%
- SOUND 38%
- VALUE 46%
- PLAYABILITY 52%
- OVERALL 47%

THE MAKING OF MEAN MACHINES

THE COVER THAT NEVER WAS

Recognise this cover? Of course you don't - it never appeared! It was originally scheduled to appear on Issue 2, but at the last moment we all decided the Strider illustration just wasn't strong enough and changed it for Robocop!

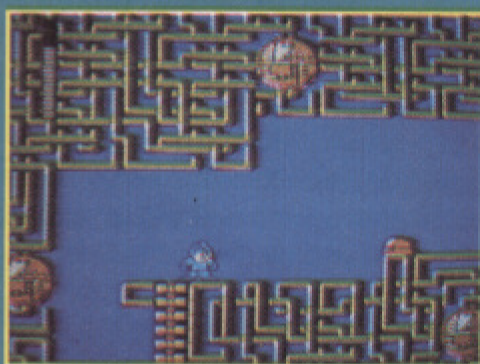
THE HARROD FACTOR



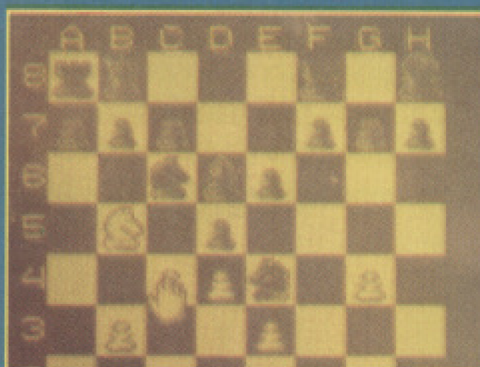


Gary Harrod over in the art department also had a nightmare time. First of all he spent days drawing up a special custom layout sheet for MEAN MACHINES and had 1000 of them printed... only to find he'd got the measurements wrong! It was redrawn a second time (correctly), but unfortunately the printers printed them all wrong and they had to be done a third time! And when the correct ones finally arrived, the boy Harrod suddenly realised he'd drawn up the basic page artwork (such as the review boxes and the top right/left hand corner flashes) using the first custom layout sheet - the one with the wrong measurements - so he had to do them all again! And finally, two rough draughts of the MEAN MACHINES logo were drawn up, one with fat letters and one with thin letters. It was decided that the fat letter version would be used, and Gary started work with his airbrush. After a weekend's work he suddenly realised that he'd been working on the thin version, and that he'd have to start all over again! Doh!

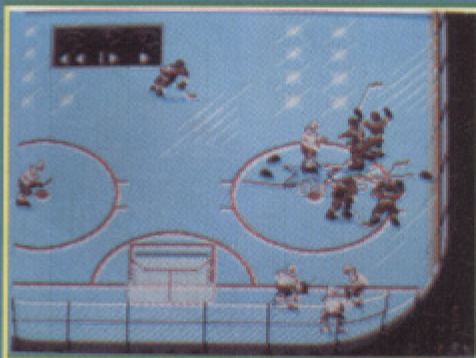
THE BEST



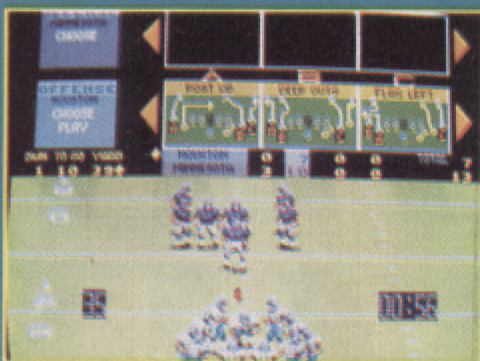
MEGAMAN II (NINTENDO)
MACHINE: NINTENDO
REVIEWED: ISSUE 4
OVERALL MARK: 95%
JAZ: "One of the finest platform games ever seen."
MATT: "One of the greatest NES games."



CHESSMASTER (MINDSCAPE)
MACHINE: GAMEBOY
REVIEWED: ISSUE 8
OVERALL MARK: 96%
JAZ: "More portable and flexible than dedicated chess machines costing five times as much!"
MATT: Hooray!



EA ICE HOCKEY (EA)
MACHINE: MEGADRIVE
REVIEWED: ISSUE 11
OVERALL MARK: 95%
JAZ: "An utterly essential purchase."
RICH: "One of the greatest sports sims ever produced."



JOHN MADDEN'S FOOTBALL (EA)
MACHINE: MEGADRIVE
REVIEWED: ISSUE 3
OVERALL MARK: 95%
JAZ: "The best Megadrive game yet."
MATT: "This game stunned all of us."



SUPER MARIO 3 (NINTENDO)
MACHINE: NINTENDO
REVIEWED: ISSUE 13
OVERALL MARK: 98%
JAZ: "The finest videogame I've ever played."
RICH: "A truly brilliant game, combining a massive amount of depth with totally superb playability."



MICKEY MOUSE (SEGA)
MACHINE: MEGADRIVE
REVIEWED: ISSUE 5
OVERALL MARK: 95%
JAZ: "Has an addiction that has you eating your meals while you play."
MATT: "This game is of a quality rarely seen."

THE AM



SEGA



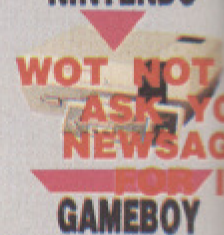
MEGADRIVE



GX4000



NINTENDO



WOT NOT ASK YO NEWSAG FOR I

GAMEBOY

THE HIGHS AND

We've reviewed tons of games since MEAN MACHINES started - some of them brilliant, and some of them complete

AMAZING NEW CONSOLES MAG!!!

MEAN MACHINES

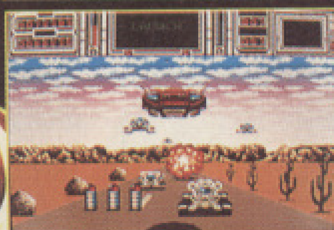




THIS MONTH'S SPECIALS:
GAME GEAR PICS!
GAME BOY REVIEWS!
ROBOCOP II PREVIEW!
SIX PAGES OF TIPS!

STRIDER!!! SO HOT IT BURNS!

FIRE+FORGET II



HIGH SPEED DEATH AND DOOM ON SEGA AND GX4000!

RAINBOW ISLANDS

AMAZING FREE AUDIO TAPE!!! IT'S THE OFFICIAL SEGA MASTERMIX!!!

THE MAKING OF MEAN MACHINES

THE LOWS

stinkers. Here are the five best and five worst, complete with some the things we wrote about them...

THE WORST

SHADOW GATE (NINTENDO)

MACHINE: NINTENDO
REVIEWED: ISSUE 11
OVERALL MARK: 26%
JAZ: "Aaaaaaaaaaaaggh! I hate this game. It's so-o-o-o frustrating I want to smash it up."
RICH: "A hideous attempt at producing an NES adventure."



ACE OF ACES (SEGA)

MACHINE: MASTER SYSTEM
REVIEWED: ISSUE 12
OVERALL MARK: 29%
JAZ: "Poor quality, fuzzy graphics and amazingly naff sounds are the nails in the coffin, and the tediously slow gameplay hammers them well and truly home".
RICH: "A sad, shambling parody of a flight sim."

PAPERBOY (MINDSCAPE)

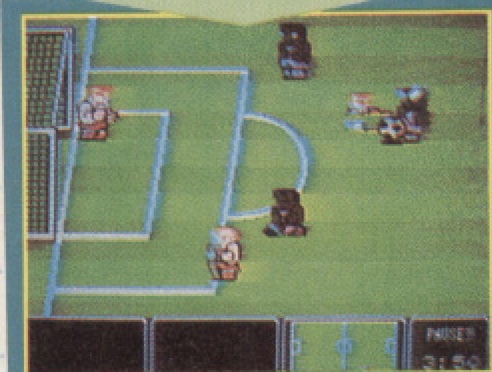
MACHINE: NINTENDO
REVIEWED: ISSUE 6
OVERALL MARK: 30%
JAZ: "A sick mockery."
MATT: "Dear oh dear."

NINTENDO WORLD CUP (NINTENDO)

MACHINE: NINTENDO
REVIEWED: ISSUE 6
OVERALL MARK: 33%
JAZ: "There's nothing like a good football game, and Nintendo World Cup is nothing like a good football game."
MATT: "Nintendo World Cup takes football games to a new low."

ALLEYWAY (NINTENDO)

MACHINE: GAMEBOY
REVIEWED: ISSUE 2
OVERALL MARK: 33%
JAZ: "What a bore."
MATT: "Bleugh!"



GOAL (NINTENDO)

REVIEWED: ISSUE 12
MACHINE: NINTENDO
OVERALL MARK: 33%
JAZ: "Goal is another Nintendo footballing debacle, a dire travesty purporting to be a simulation of our top national sport."
RICH: "Goal is a crippled, retarded excuse for an NES football game."

JAZZA'S X MAS COMP

WIN A SUPER FAMICOM

DESIGN JAZZA A NEW RUGGER SHIRT WIN A SUPER FAMICOM!

When it comes to fashion, only one item of clothing appeals to our editor Jazza Rignall - rugby shirts. He has one for every occasion, and his huge collection includes the likes of Llanelli, Leeds RLFC, St Helens, Hull KR and Harlequins, alongside a veritable goodie-bag of international shirts! So what has all that got to do with this competition? Well, we want you to design Jazza a new rugby shirt. You can make it any colour, and any theme: a MEAN MACHINES shirt, a shirt based around a console game - or just a crazy design that looks brilliant.

You can either use the outline on this page, or, if you don't want to rip up the mag, copy it - or even draw your own. The place to send your entries is: JAZZA'S AMAZING MULTICOLOURED RUGBY SHIRT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is Jan 2nd 1992 - after that day, Jaz'll look through all the entries and pick the design he likes best - the winning entry will win its sender the Super Famicom! All the best entries will be printed in a future edition of the magazine.

So what are you waiting for? Get your finger paints, crayons, biros, pens and paints out and get designing...

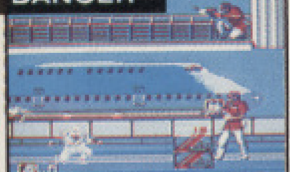



SEGA
OK HERO!
YOU WANTED EVEN MORE GREAT GAMES!

MASTER SYSTEM II

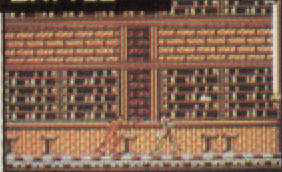
WELL... GO GET ÉM!

SHADOW DANCER



Featuring Shinobi and his mystical ninja powers, together with his faithful dog fight a battle against evil.

RUNNING BATTLE



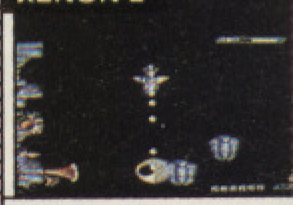
The player takes the role of a policeman who must enter the lawless area known as the "Darkzone".

SUPER KICK OFF



The most amazing football simulation in existence! Super-realistic ball movement, mega-fast scrolling and amazing addictive qualities.

XENON 2



The classic space-romp. Awarded the title of Shoot-'em-up of the Year following its original release.

POPULOUS



Two tribes are battling for space on a small world. You control the goodies, the Master System the baddies!

DRAGON CRYSTAL



Colourful worlds and a terrifying cast of monsters challenge you through thirty levels of labyrinths.

ALIEN STORM



The earth is under attack from evil aliens. These characters change their form and attack players.

ASTERIX



The hero of Gaul has come to the Master System! All the charm of Asterix in this great action game.

BACK TO THE FUTURE 2



Help Marty McFly return to the future, leaving the past as it was when he arrived.

THE GREAT DIME CAPER



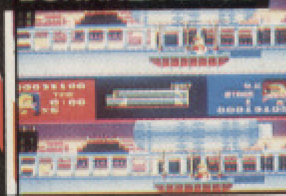
Donald Duck in every kind of danger with a fantastic variety of puzzles and traps!

MERCS



The player takes the role of a mercenary hired by the U.S. government for dangerous missions.

BONANZA BROS



Roam your way through ten different settings as you search for treasures to steal.

SONIC THE HEDGEHOG



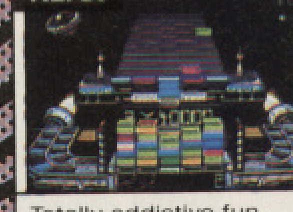
This amazing 8-bit game is faster than you can believe, with graphics and gameplay that guarantee it will be a best-seller.

THE FLINTSTONES



Some of the best graphics ever seen on the Master System give this game a great cartoon atmosphere!

KLAX



Totally addictive fun and action as you catch coloured tiles hurtling down the conveyor belt.

WORLD CLASS LEADERBOARD



Take four golfing heroes and four of the world's most demanding golf courses.

LINE OF FIRE



Travel in jeeps, ships and helicopters as you destroy any enemies that dare to cross your line of fire!



MEGADRIVE • SEGA • NINTENDO • TURBOGRAFX • GAMEBOY

「ファミスタ'90」

MEAN MACHINES

WORLD SOCCER



SENSATIONAL SEGA SOCCER SIMULATOR!!

HARD DRIVIN'!!



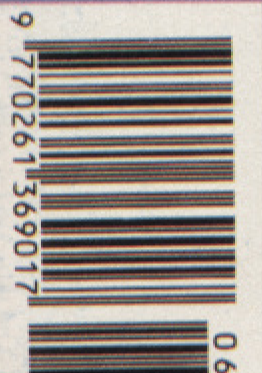
MEGA NINTENDO RACING ACTION!!!

GUNHED



INCREDIBLE MEGATIPS INSIDE!!!

JULY
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NINJA GAIDEN

SUPERB NINTENDO NINJA NOBBLIN'!!

CONT

MEAN MACHINE

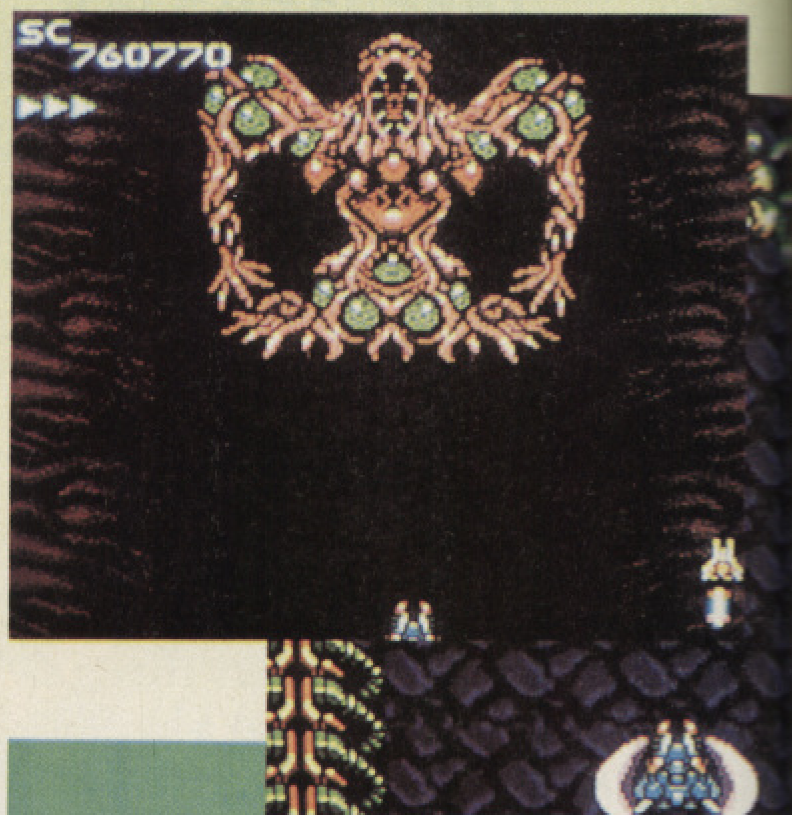


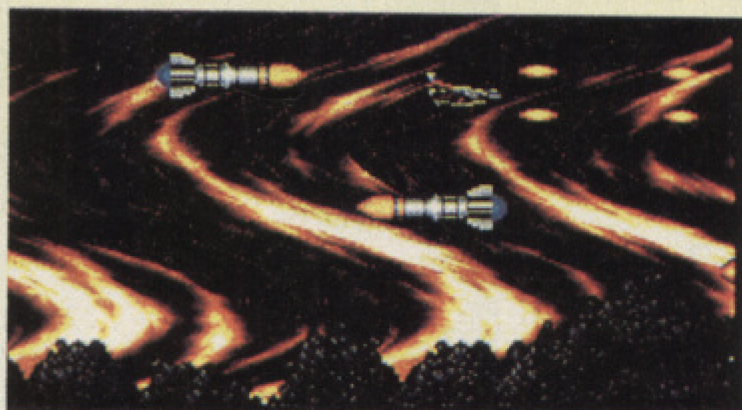
COVER STORY

NINJA GAIDEN blasts onto your screens in a Nintendo beat 'em up par excellence. Check out the full MEAN MACHINES review on page 12.

PREVIEWS 16

MEAN MACHINES looks into the future and brings you exclusive news on incredible new software that'll be hitting your screens soon. This month we're uncovering HARD DRIVIN' on the Nintendo and THUNDERFORCE III on the Megadrive.





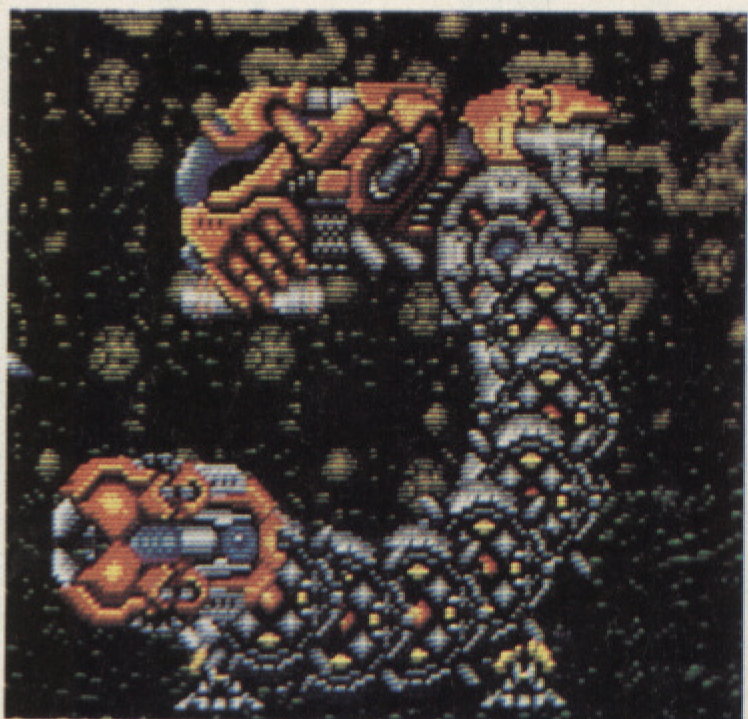
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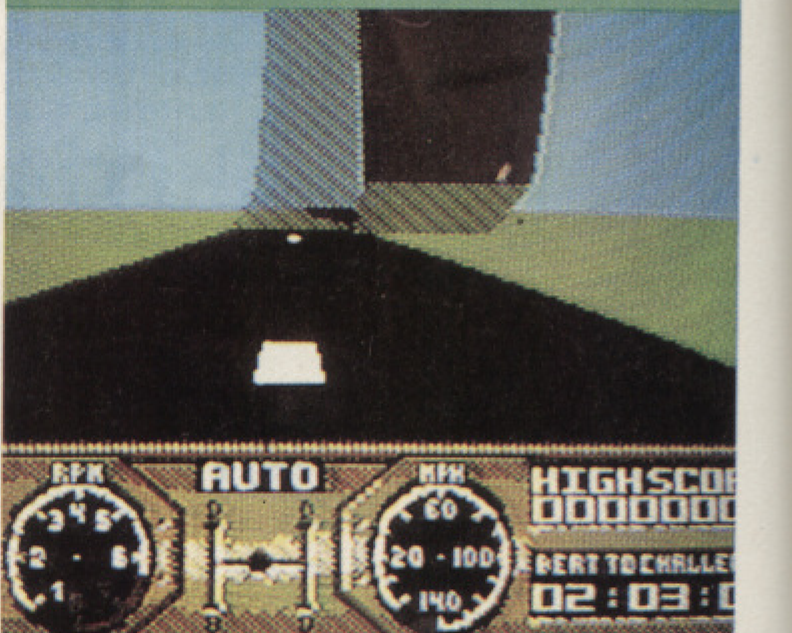
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NEWS 4

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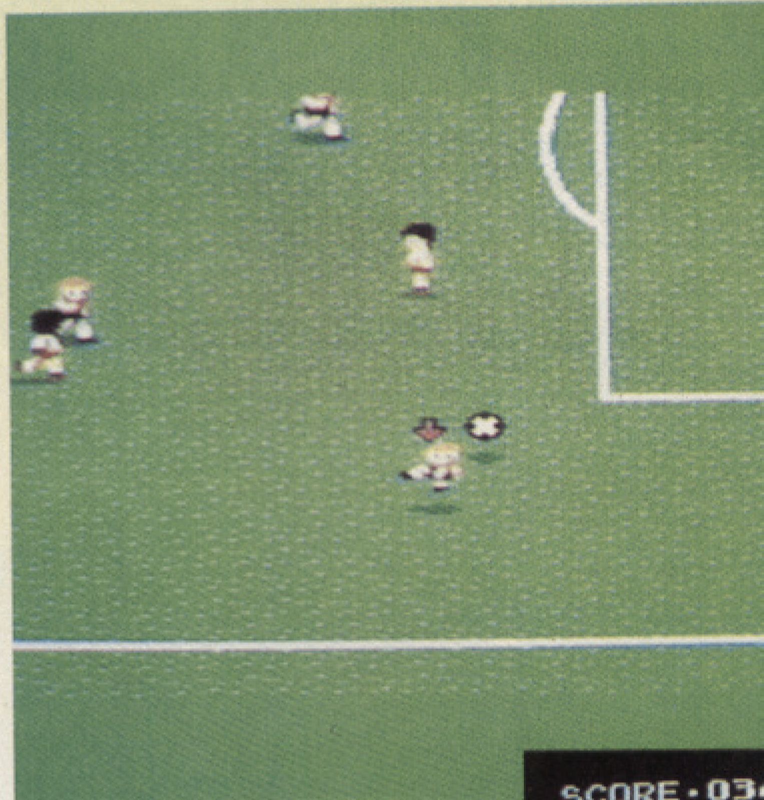


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...NES JULY ISSUE 0

MEGATIPS 10

We reveal all the secrets of that incredible Turbografx blaster, GUNHED, plus there's comic strip tips on the Sega football sensation, WORLD SOCCER.







REVIEWED THIS MONTH

Under the beady eye of the MEAN MACHINES reviewers this month are a load of incredible consoles titles that'll literally blow you away.

WORLD SOCCER

Play your own World Cup finals on the Sega Master System with this cracking football game.



NINJA GAI DEN

Stalk the streets and hack and slash your way through an army of bad guys in this brilliant Nintendo beat 'em up.



DOWN THE DUNGEONS

Slashing its way onto a Nintendo screen near you is Mindscape's four-player conversion of the smash Atari coin-op, Gauntlet II. Utilising either the new NES Satellite or NES Four-Score multi-player adapters, up to four players can take part in over 100 levels of medieval mayhem, with loads of monsters, food, potions and traps. And stay tuned Game Boy owners, because Mindscape are also converting Gauntlet II to your machine!

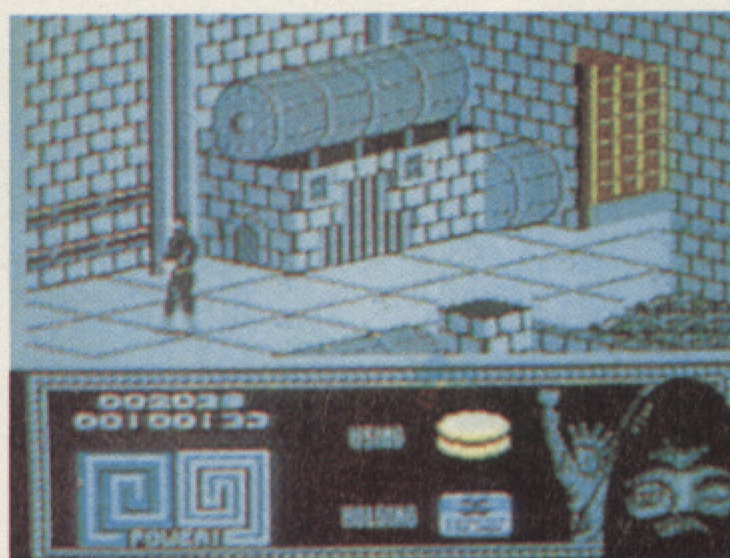




NINTENDO NINJAS



System 3's Last Ninja 2, having been out on home computers for yonks, is soon to be released on the Nintendo, courtesy of Jaleco, but under the title of The Last Ninja (confusing, eh). As you can see from the screen shots it looks rather swish, too. You control Armakuni, the afore-mentioned Last Ninja, in his seven level hunt through modern-day Manhattan for the evil Shogun. No information on price or release date as yet, but as soon as we have any more news, we'll let you know.









WHAT'S IN DE INDY GAME?

Indiana Jones is back (with his Dad) on the Nintendo and Sega. Taito are working on the Nintendo version of Indiana Jones and the Last Crusade which is of course based on Indy's last Nazi-bashing adventure. Their game features "life-like animation", music from the movie, lots of digitised pictures, and six different arcade and puzzle sub-games.

British software house US Gold are programming the Sega Indy game, which will be along similar lines to their home computer versions, with lots of platform-jumping, Nazi shooting, rope-swinging, whip-cracking action to keep Master System owners amused.



IREM'S HERO ON NINTENDO

Irem, creators of the R-Type saga, have recreated their cutesy coin-op, Legend of Hero Tonma, on the Nintendo. The princess has been captured by the evil emperor and little Tonma has to sally forth to rescue her. As you can see from our screenshots the conversion looks as cute and cuddly as the arcade original, but how it plays is another story, which you'll be able to read when we get our hands on the finished item.

SPORTY SEGA STUFF

James "Buster" Douglas, the guy who became famous by flooring "Iron" Mike Tyson, is soon to be featured in a new boxing game from Sega for the Master System and Megadrive called James "Buster" Douglas Knockout Boxing. Will it give Buster the chance to punch the living daylights out of Tyson all over again?

Other sports personalities signed up for Sega game endorsements include famed gridiron star Joe Montana, Arnold Palmer (for a golf game), baseball ace, Tommy Lasorda and the very tall Pat Riley, who will feature in Sega's basketball simulation.

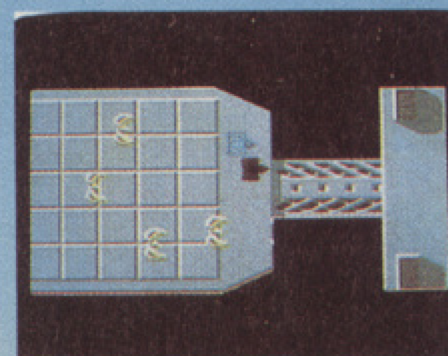


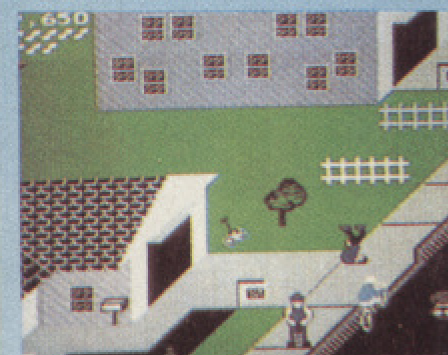




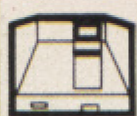
MORE MINDSCAPE MIRTH

As well as their NES conversion of Gauntlet II, Mindscape's US programmers are also working on Nintendo conversions of other classic arcade and home computer games.





Paperboy is based on the Atari coin-op which stars a newspaper delivery boy, dropping off papers and dodging drunks and cars on his daily round. You can also expect an NES conversion of Atari's classic burn-up-the-highway game, Road Blasters. The other conversions are of old Atari/Commodore 64 titles, such as MULE (classic space trading game), The Last Starfighter (marketed as a license of the computer-generated 1984 movie of the same name, but is actually a conversion of the excellent British shoot 'em up, Uridium) and Infiltrator (air combat simulator cum arcade adventure).



REVIEW

WORLD SOCCER



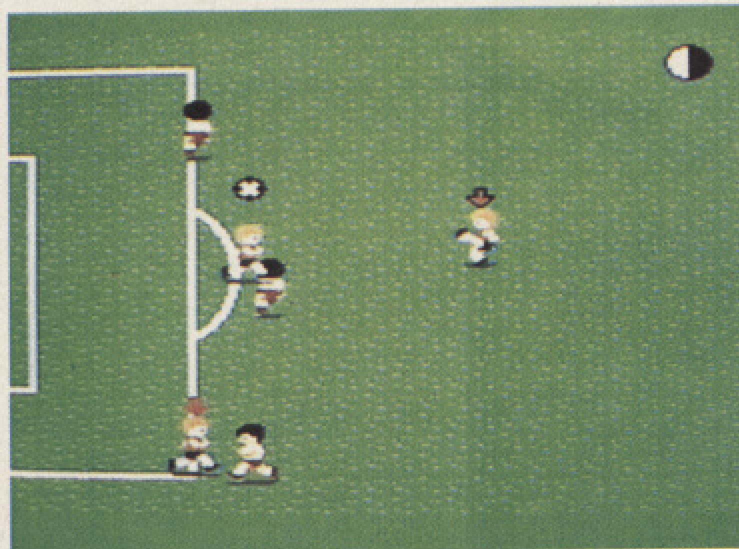
Sad that the World Cup is now over? Well, take heart, because here's a Sega game that lets you recreate your very own World Championships in the privacy of your own front room. Options at the start of the game let you choose a one or two-player game. If you choose the one-player game you then have to pick your team, from a choice of eight, and a computer team to play against. Then it's onto the game itself.

The action is played over a horizontally scrolling pitch. You control the player nearest the ball, and are able to dribble, kick, pass and do overhead kicks and banana shots. When the opponent is on the ball you're able to slide tackle and, if you time your challenge correctly, regain possession.

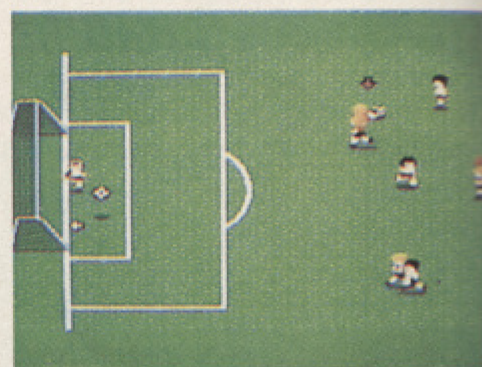
The object, just like real football, is to outscore your opponent. If you win your team is presented with a cup - there are no prizes for losers!

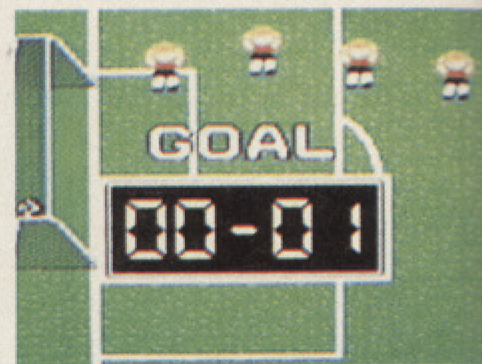


▲ England's midfield begin their attack on the Japanese goal.

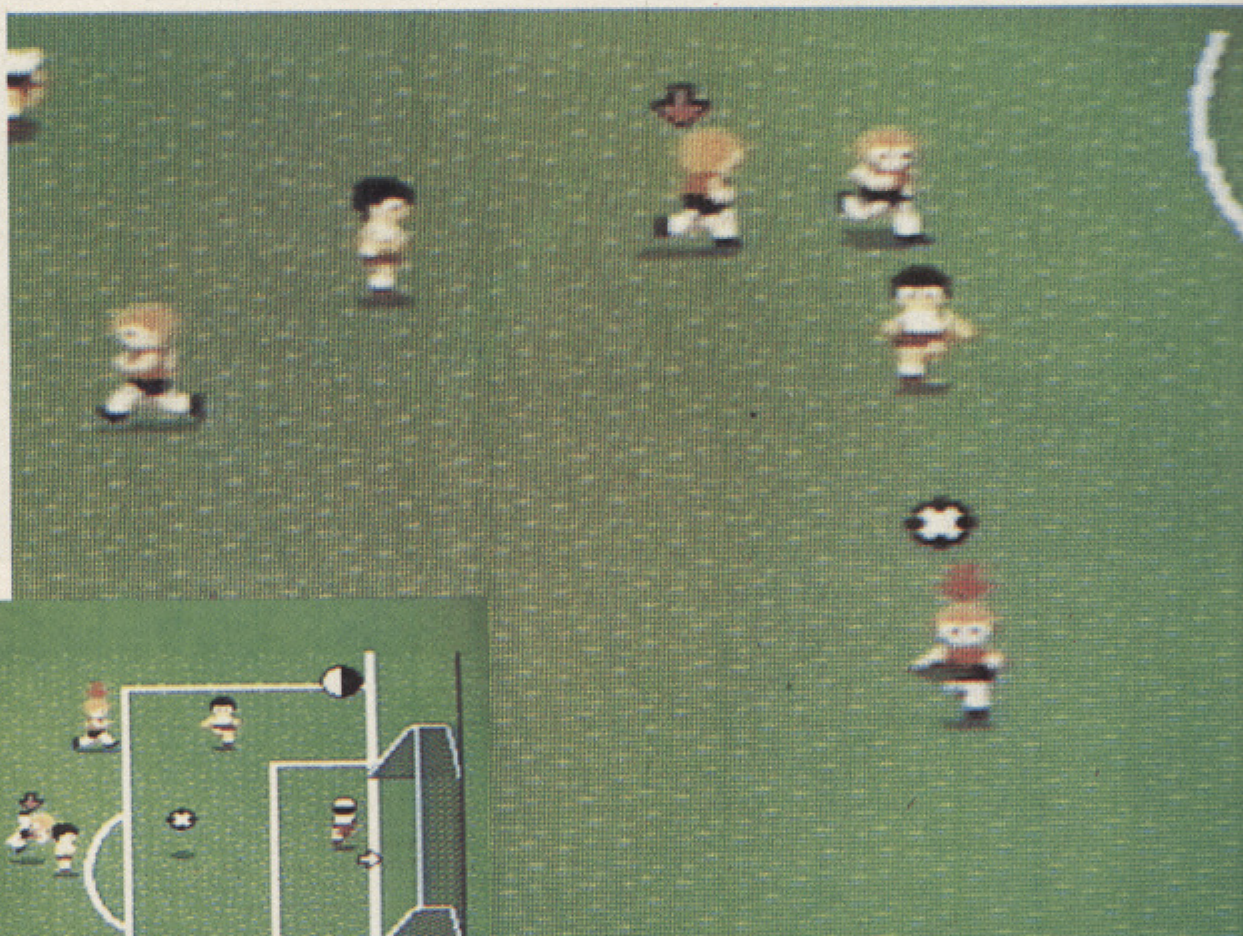


▲ A goal-den scoring opportunity - get that bicycle kick into action!





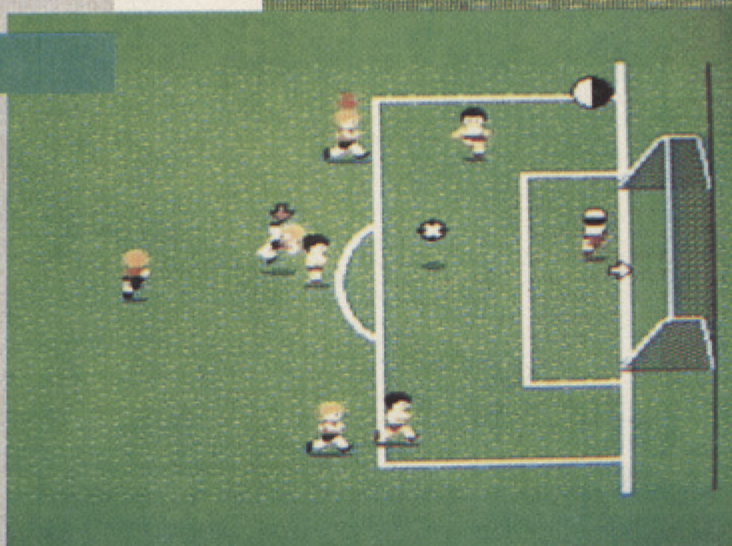
▲ And it's there!!!



▲ Passing play helps to take apart the opponents - so keep the ball moving.

OVERHEAD KICKS

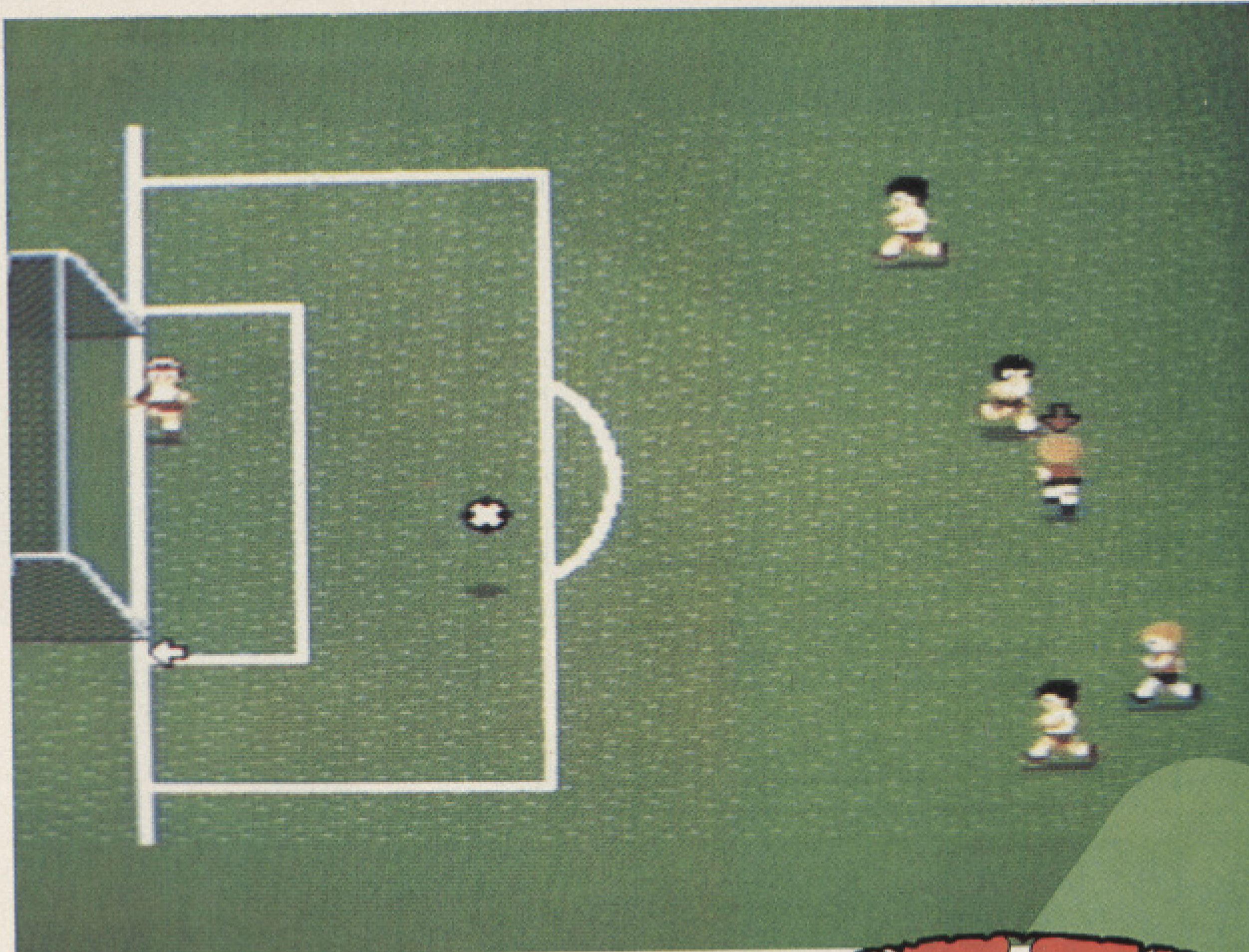
A very useful tactic to learn is the overhead kick, especially when the keeper has just kicked the ball out of the area. Keep your finger on the kick button and blast it back at the keeper - if you use the banana swerve arrow you should be able to kick it right into the goal!

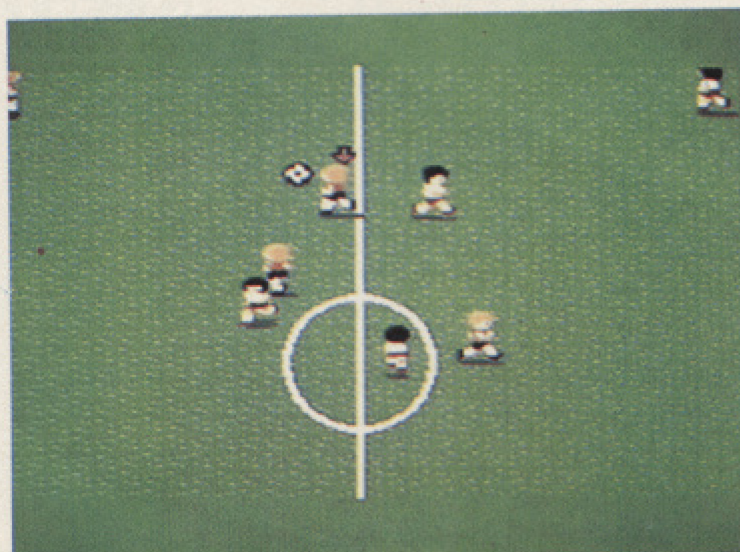




THE TEAMS

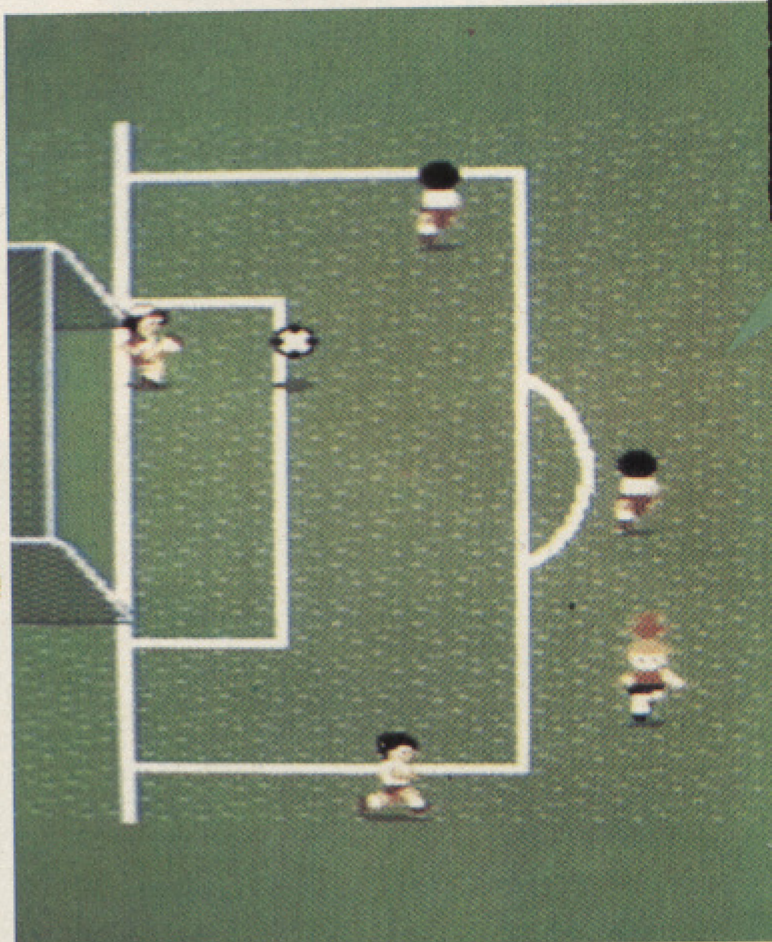
There are eight teams to choose from - Argentina, West Germany, France, Brazil, England, Italy, USA and Japan. Each has its own skill levels, so if you play the worst team, say Japan or USA, with the best, Brazil, you'll stand a better chance of winning. This means that you can make the game more challenging by choosing a poor team like Japan and playing one of the best teams - which requires much better skills to win!





▲ Seconds from kick off and already on the attack!

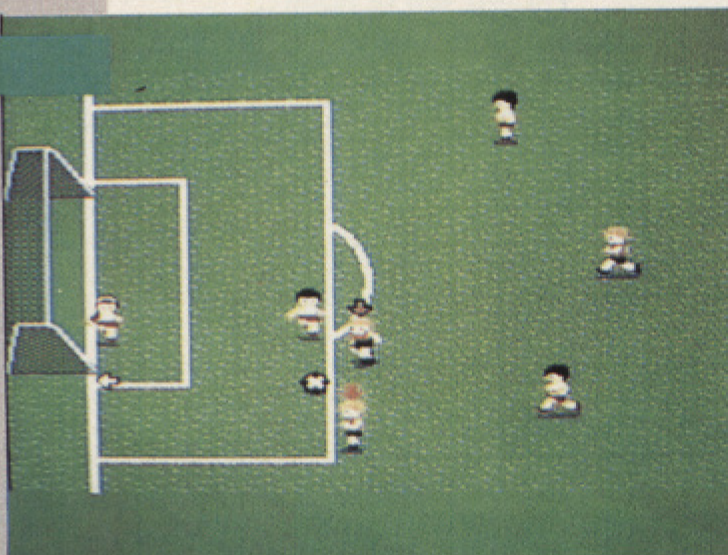




▲ The keeper kicks the ball out - see if you can shoot it straight back!

PASSING PLAY

Keep your opponents foxed by constantly passing the ball. This helps you break through their defence and get a good clear run on goal. As soon as you're in a shooting opportunity, let rip with a super banana shot and beat the goalie!



MEGA GAME

COMMENT

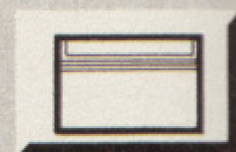


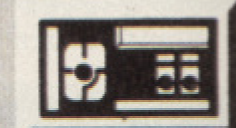
JULIAN

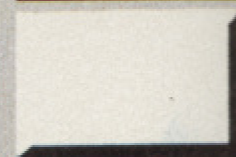
I'm a very keen football fan and welcomed this Sega game with open arms. It's very similar in looks and play to Sega's World Cup Soccer arcade machine, with chunky, almost cartoon-like players running around the smooth-scrolling pitch. Control is excellent, with a variety of moves available to the player - my favourites are the overhead kick and the spectacular whopper banana shot. The game is pretty challenging, especially when you're playing against Brazil, but it's best appreciated when there are two human players battling together. If you're a Sega-owning football fan, make sure you don't miss this.

WORLD SOCCER

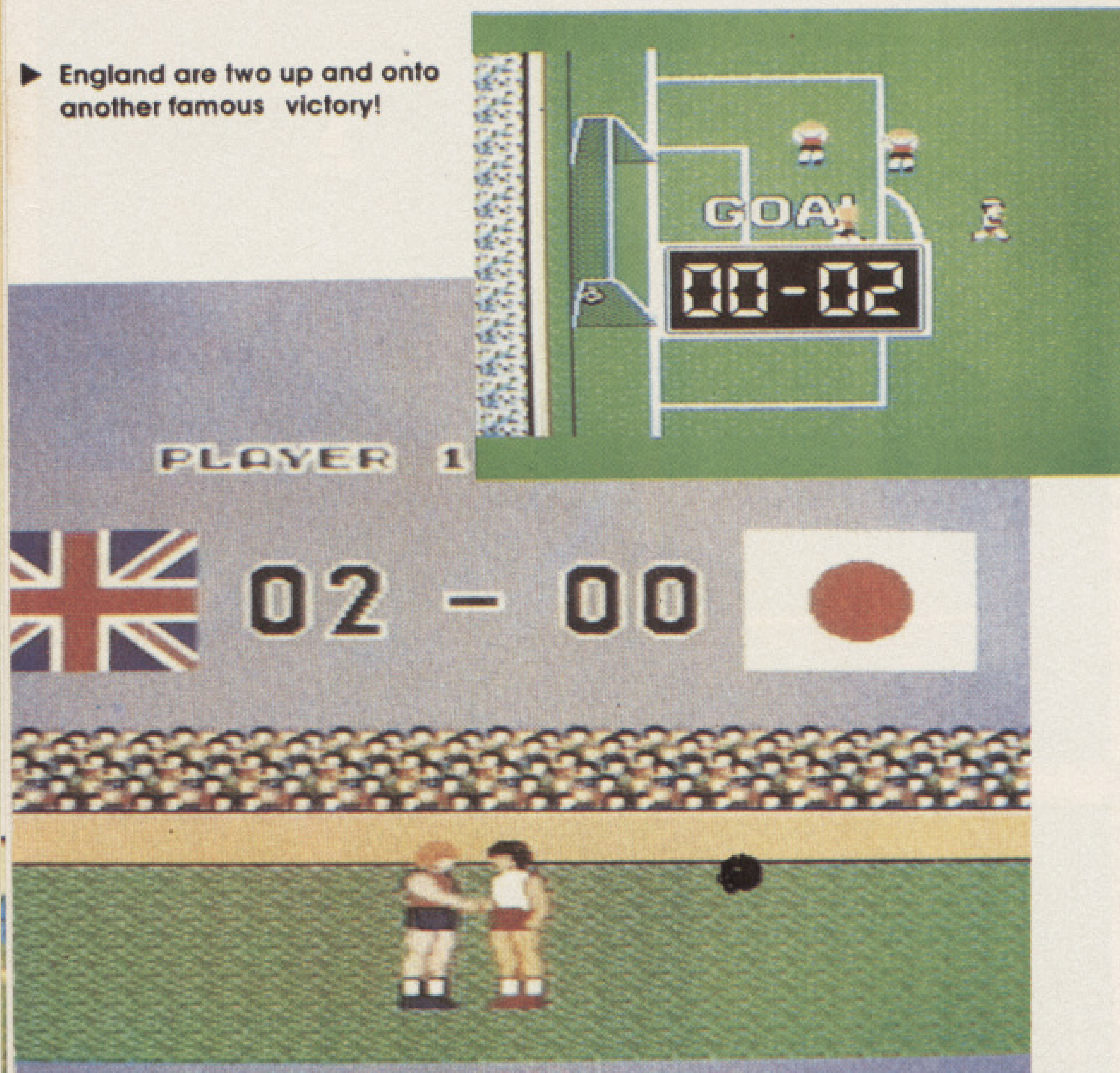
BY: SEGA
PRICE: £29.99
RELEASE: OUT NOW

FORMAT: 

CONTROL: 

PLAYERS: 

GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: ONE
RESPONSIVENESS: GOOD

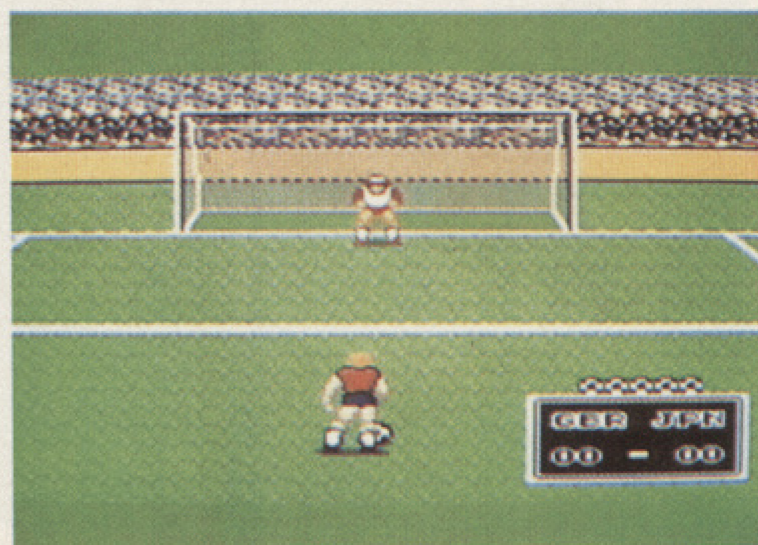


▶ England are two up and onto another famous victory!

▲ it's all over, and the captains shake hands, sportsmen all the way!

PENALTY!!!

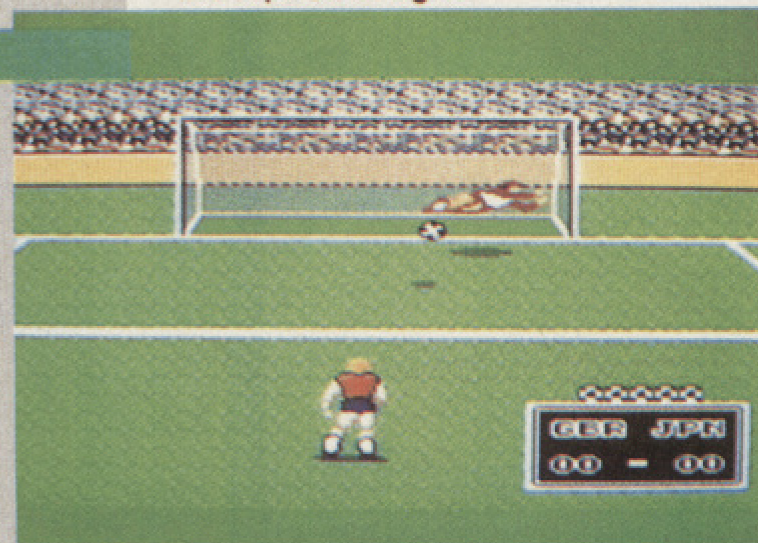
If, at the end of full time, the game is a draw you get to a penalty shoot-out situation where both you and your opponent have five penalty kicks apiece. Outscore him and you win - fail and you're out! Penalties are quite tricky to master, but fortunately there's an option on the title screen that lets you practice. Make sure you do, and you should become unbeatable!!



▲ Penalty! Take your time and shoot to the top left or right!

PENALTY TIPS

Taking penalties is tougher than it seems - especially against the incredibly good computer goalie. The best thing to do is take your shots to the top left or right of the goal - that way you'll stand a better chance of beating the keeper.



PRESENTATION 85%
One or two-player game and penalty shoot-out contest.

GRAPHICS 82%
Decent sprites and the smooth-scrolling pitch is nicely drawn.

SOUND 68%
Reasonable tune, but doesn't really suit the action. Solid effects.

PLAYABILITY 89%
Mastering the controls takes a bit of practice, but it's all fun from the start.

LASTABILITY 88%
The computer teams are reasonably challenging, but it's the two-player option that makes this fun to go back to time and time again.

OVERALL 87%
A thoroughly enjoyable football game which offers all the thrills and spills of the real thing.

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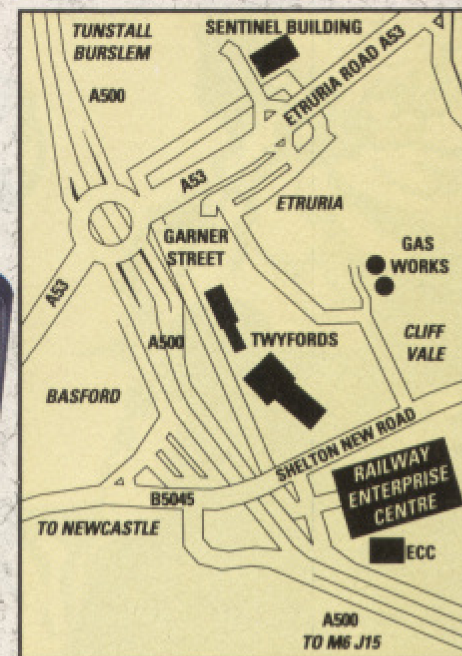
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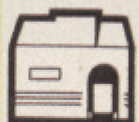


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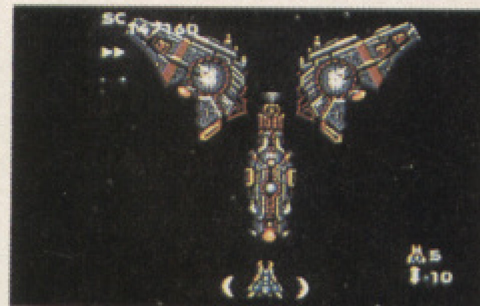


AERIAL ASSAULT



GUNHED TIPS

MOTHERSHIPS



LEVEL ONE

Watch out for this beast's lasers - otherwise he's a doddle.



LEVEL TWO

This is dangerous only when his legs open and lasers beams pour out - just keep blasting.



LEVEL THREE

Dodge or shoot the spiders and keep on shooting at the big baddie.

WEAPONS



PHOTON TORPEDOES
Not bad, but when all hell breaks loose on later levels they simply are not powerful enough to help you survive.



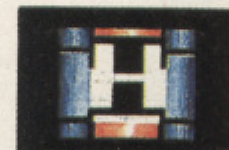
DESTRUCTOR WAVE
Possibly the best weapon for general destruction, especially on higher levels when there's loads to blast.



LASERS
The most powerful weapon, but there's a short pause between blasts which can be dangerous.



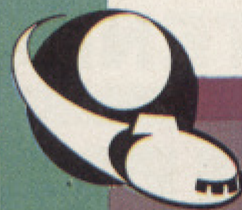
RING BLASTERS
On the whole, the worst weapon. They protect your ship a bit, but are useless when the going gets tough.



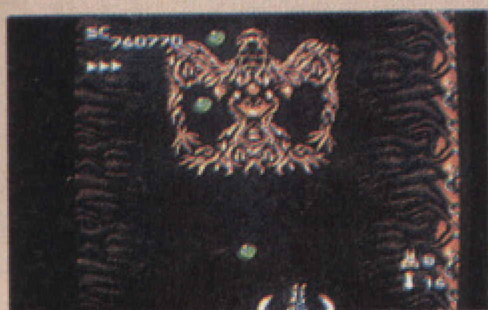








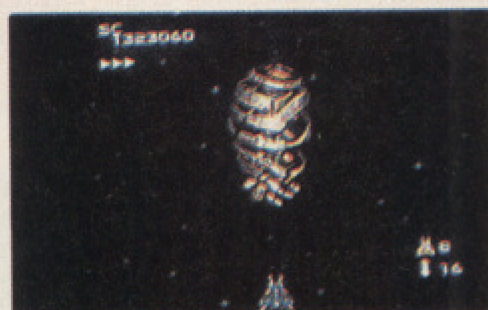
GROUND ATTACK



LEVEL FOUR
Just be careful of this baddie's green balls (oo-er) and keep those lasers blasting.



LEVEL FIVE
When the dragons appear, dodge their bullets and let rip with your guns.



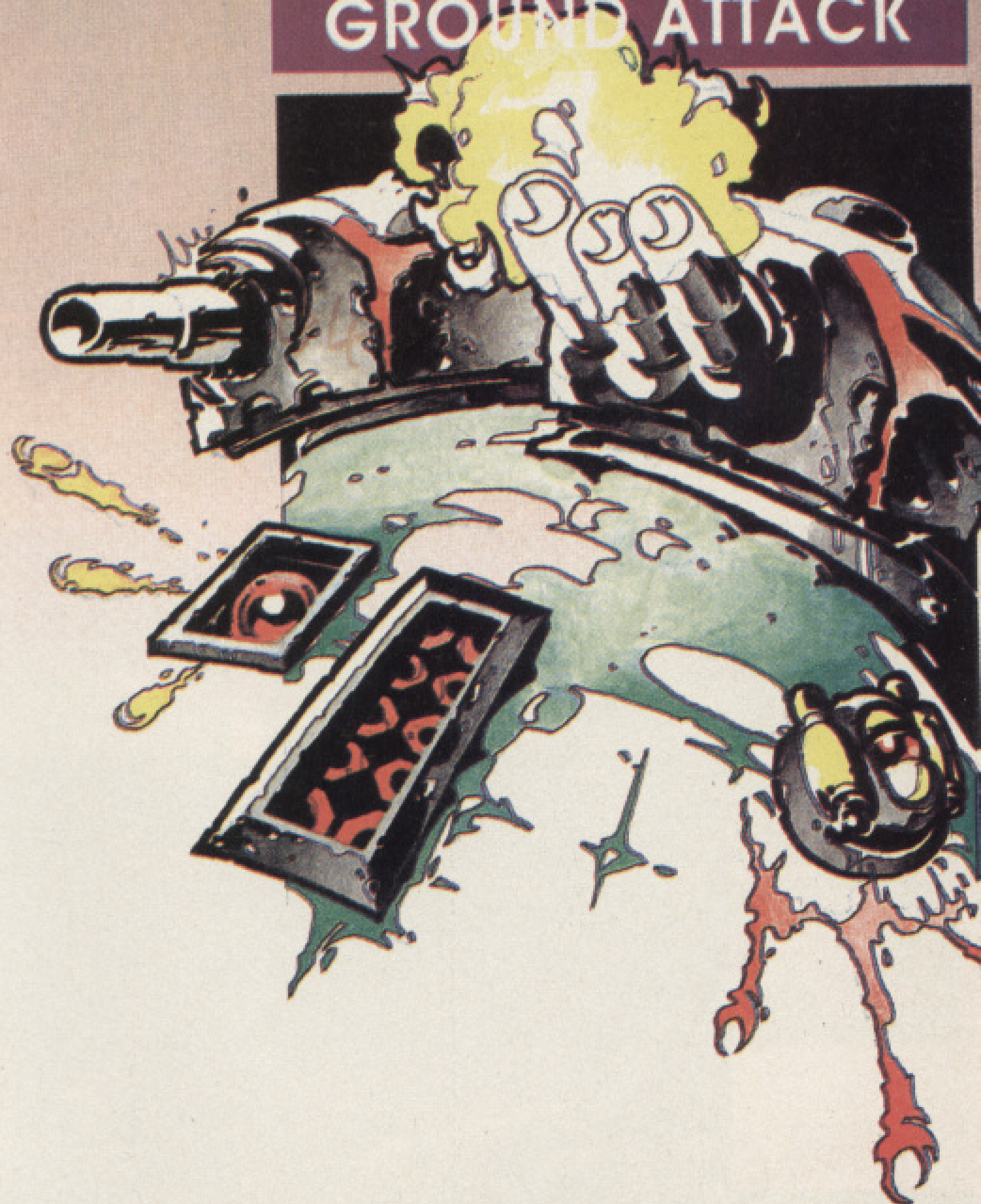
LEVEL SIX
Watch for the spinning projectiles, slip underneath when all is clear and blast like crazy.



LEVEL SEVEN
This one takes a lot of beating. Once you've destroyed his laser turrets, go for his rocket launchers.



LEVEL EIGHT
Nasty skull! He spits bubbles - avoid them and continuously blast him.





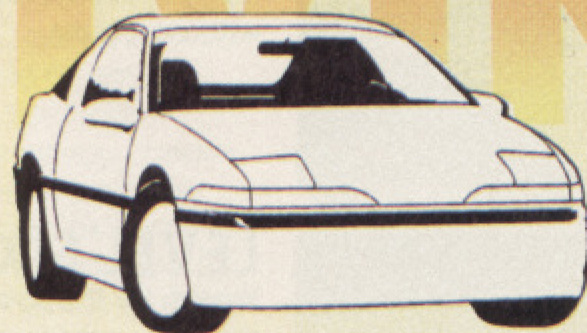
HOMING MISSILES
Reasonably useful to take out attacking ships, but there are better power-ups than this.

MULTI-BODY
Adds vital extra firepower to your ship and makes mincemeat out of end-of-level baddies.

SHIELD
The best, because it allows you to take several hits before your explode.

FIELD THUNDER
Dreadful - a sort of homing laser that flies around the screen and leaves you completely exposed.

HARD DRIVIN'



Coming soon to the Nintendo is Hard Drivin', Tengen's conversion of Atari's brilliant racing coin-op.

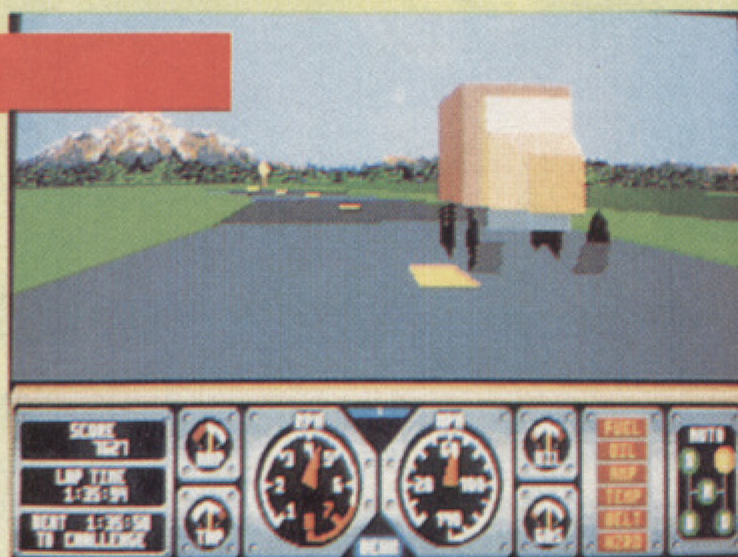
Many thought that the original arcade machine's filled-3D graphics which are used to portray the first-person perspective action would be virtually impossible to convert to the Nintendo, but programmer Mark Morris has surprised the cynics and come up with a system that runs them smoothly at very high speed - a first on the Nintendo! The end result is a game that looks and plays very similarly to the original machine.

It's hoped that the finished game will incorporate several different tracks, and will also feature the Phantom Photon, a ghost car which challenges you to a one-on-one race around the track if you manage to match or beat the record time.

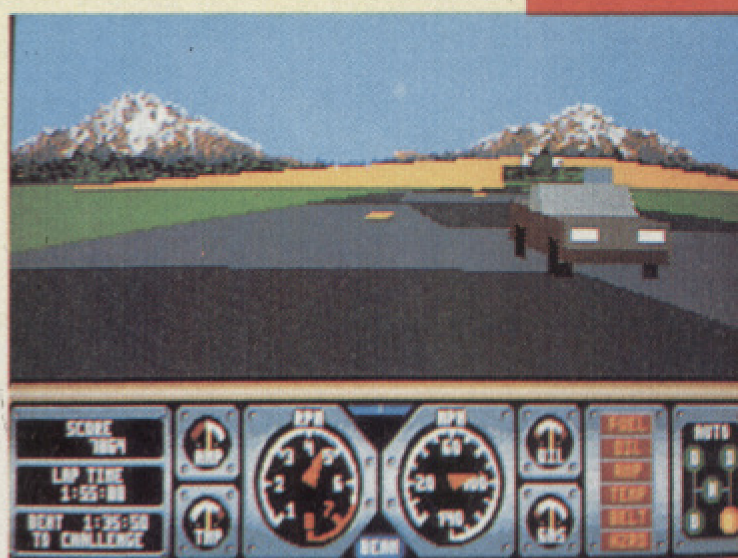
So far Hard Drivin' is looking very promising indeed. We'll be bringing you a full review of the game as soon as it's finished.

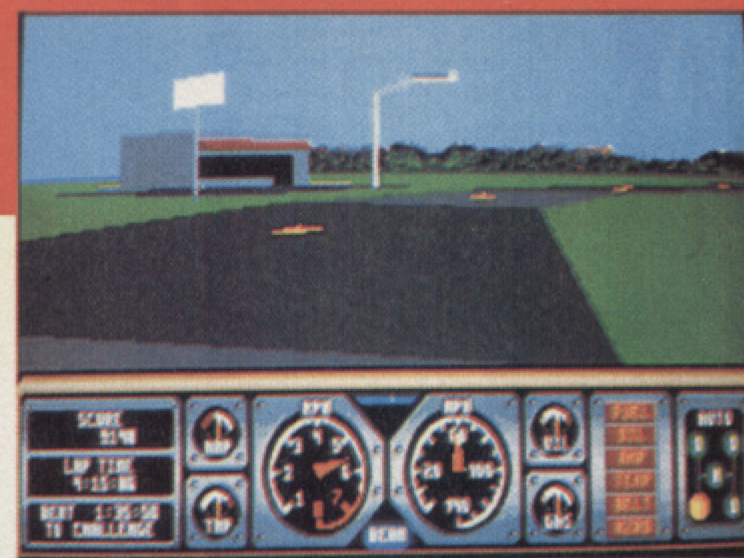
THE COIN-OP

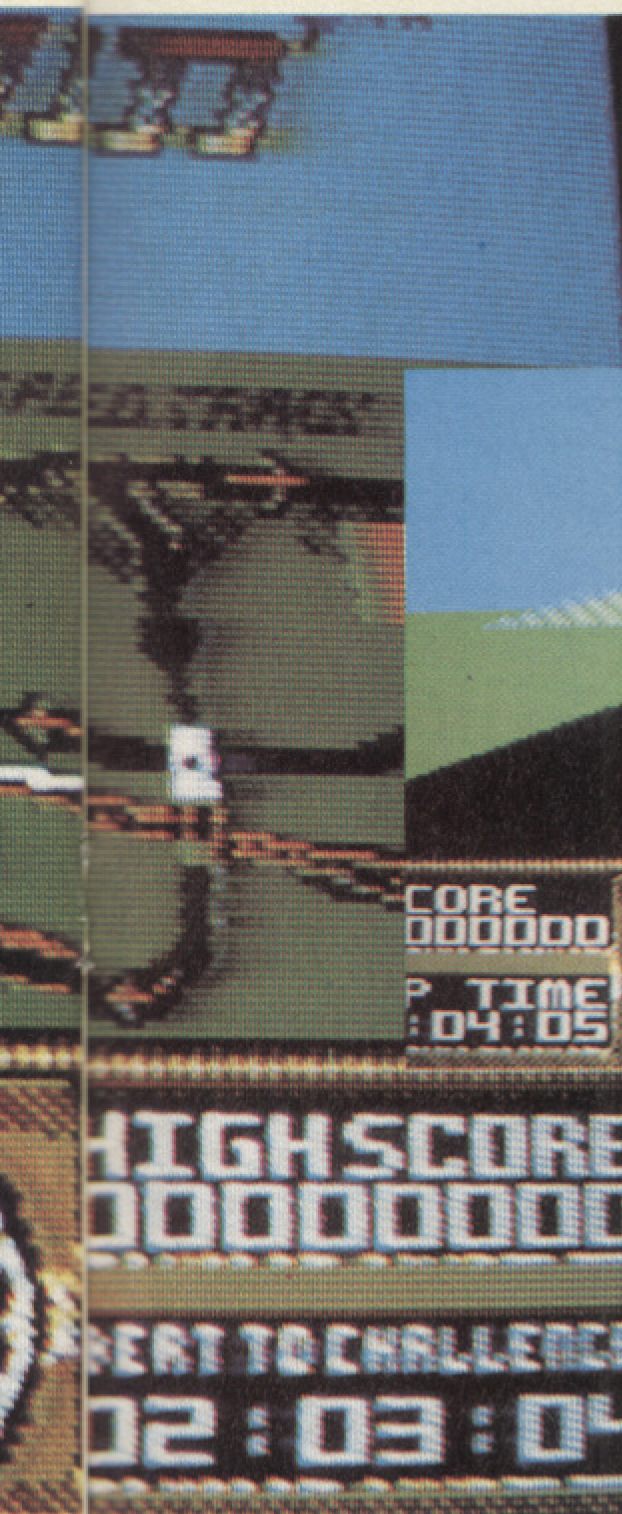
Atari's revolutionary 3D coin-op appeared in the arcades during spring last year, and quickly became one of the most popular arcade machines of all time. Its freedom of movement and "real world" environment, coupled with its amazing stunt and speed tracks and "real" car controls and handling resulted in very original and highly playable coin-gobbler. If you haven't played it yet - check out an arcade and make sure you do!!!



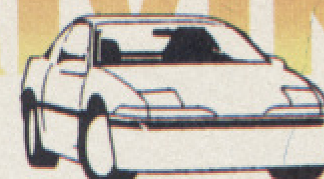






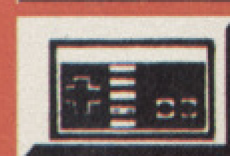


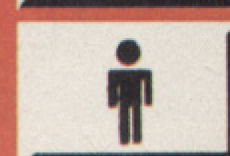
HARD DRIVIN'



BY: TENGEN
PRICE: £TBA
RELEASE: MID 1991

FORMAT: 

CONTROL: 

PLAYERS: 

LEARN TO DRIVE

Originally, Hard Drivin was developed as a machine to help learner drivers get used to controlling a car before they actually went out on the road. However, the designers soon realised that it would be much more fun (and make far more money) if they turned their creation into an arcade machine, so they beefed up the car to make it perform like a top sports car, and added all sorts of wild' 'n' wacky features to the track, such as stunt jumps and high speed banking! The result was one of the most enjoyable race games yet seen in the arcades.



REVIEW

NINJA

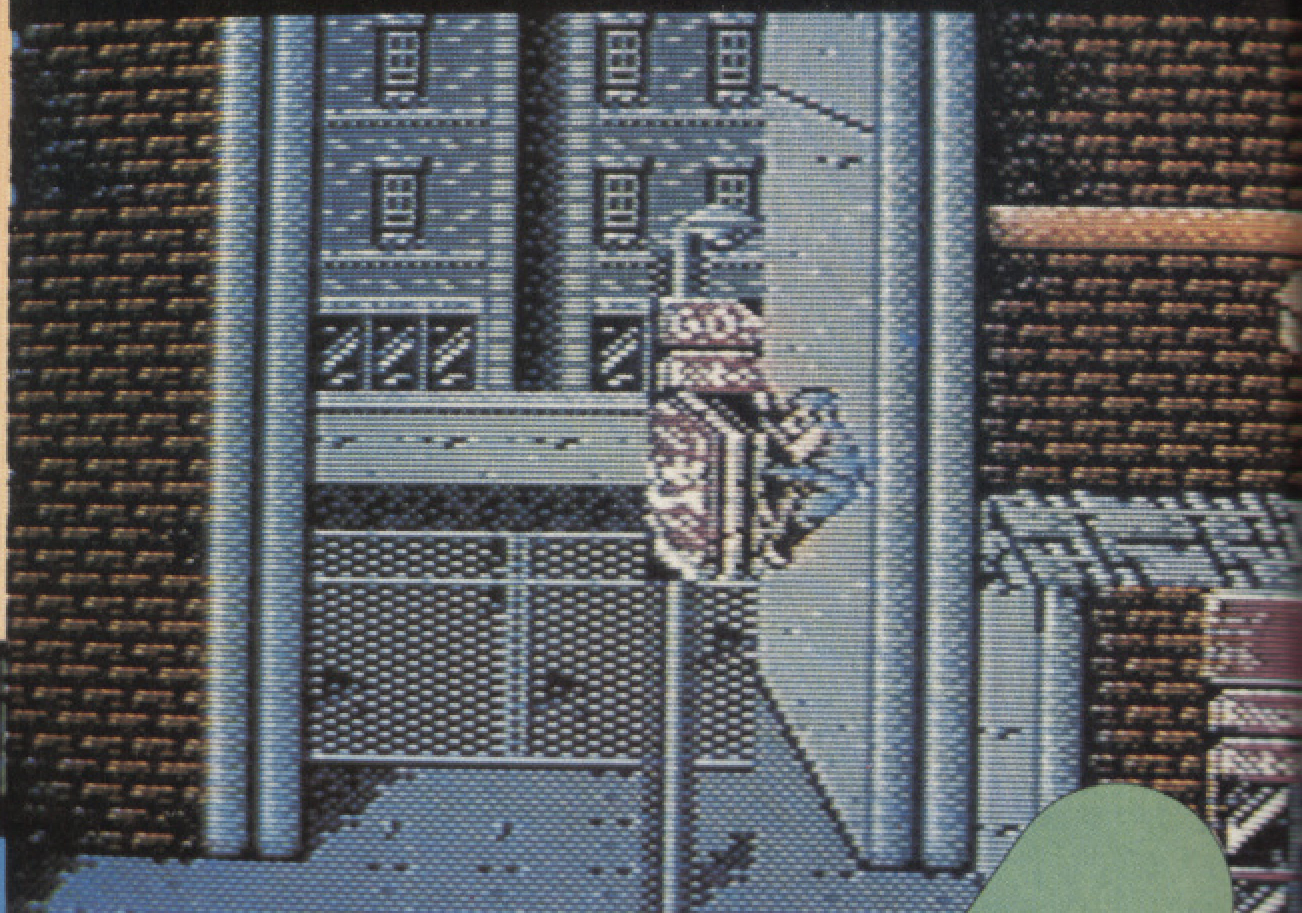


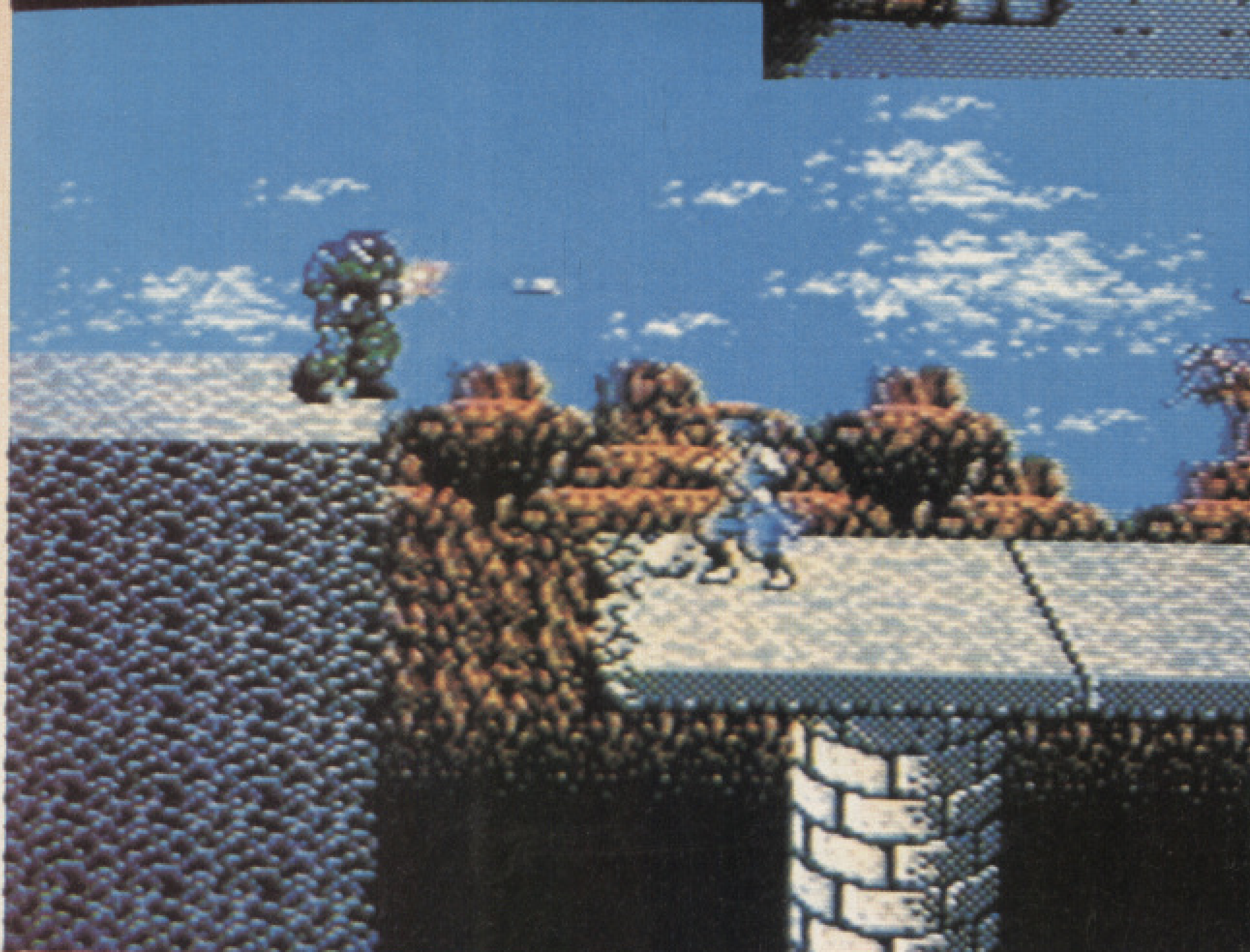
Ryu, Ninja extraordinary, has just discovered that his father has been killed by his arch rival. Stopping only to pick up his Massa, he goes off to get his revenge.

The mission involves travelling deep into the heart of enemy country across a series of long horizontally scrolling landscapes. Each level is packed with baddies, and Ryu has to run, slash and jump his way to victory, making sure that his energy bar isn't completely worn down by enemy hits, and taking care not to fall down the many bottomless pits that are scattered across the scenery.

At the end of each level is a big guardian, who Ryu fights until either he, or the baddie is dead. At the end of the final level is Ryu's arch enemy, and there they have a duel to the death. Will Ryu avenge his father's death? That's up to you...

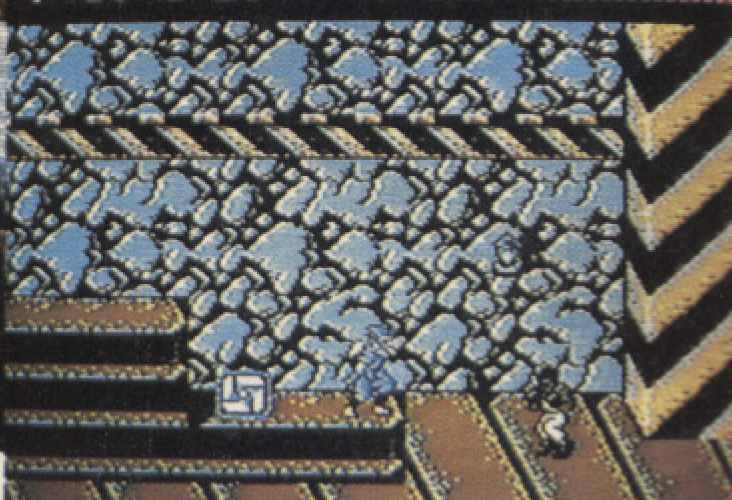
▼ Ryu can climb onto walls and sign posts to get to higher platforms!





▲ Watch out for deadly machine gunners - their bullets drain energy fast!

MEGA GAME



GAIDEN

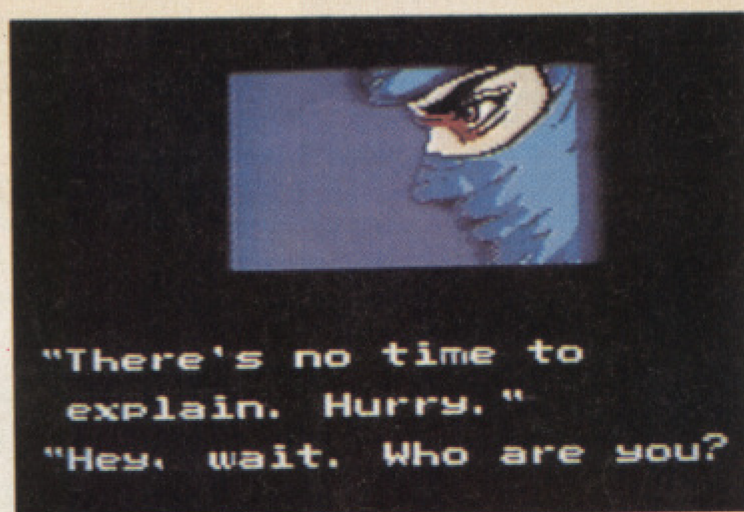




▲ Ryu gets ready to tackle high level baddies.







THE NINJA STORY

At the beginning of every level, a chapter of the Ninja Gaiden story unfolds, shown as an almost film-like series of still and animated screens. At the start of the game you see Ryu's father and his arch rival fight together, and then Ryu's discovery of the incident. On level two Ryu enters his arch rival's lair and is then anaesthetised by a mystery woman, who gives him a strange statue and then disappears, leaving an even greater mystery. The only way you can see the rest of the story, and its conclusion is to battle all the way through the game - it's tough, but it's worth it!!!

COMMENT



JULIAN

Ninja Gaiden is very much like a simplified version of the Shadow Warriors coin-op, with the hero running around beating the seven shades out of the baddies and using the backdrop to climb and leap to seemingly inaccessible parts of the screen. The graphics are great, with varied, well-drawn backdrops and some great sprites. A special mention must go to the brilliant cartoon-like intermission screens between levels, which unfolds a mysterious story as you progress through the game. The sound doesn't quite match up to the standards of the graphics, but what's there is atmospheric and suits the action. Speaking of which, the game itself is pretty frantic, with a whole host of baddies to destroy, and some very nasty end-of-level guardians. It seems pretty tough at first, but once you get used to the combat moves you'll find yourself cutting a swathe through the enemy, swords and shurikens flying! Ninja Gaiden is a thoroughly enjoyable beat 'em up and is highly recommended to combat fans.

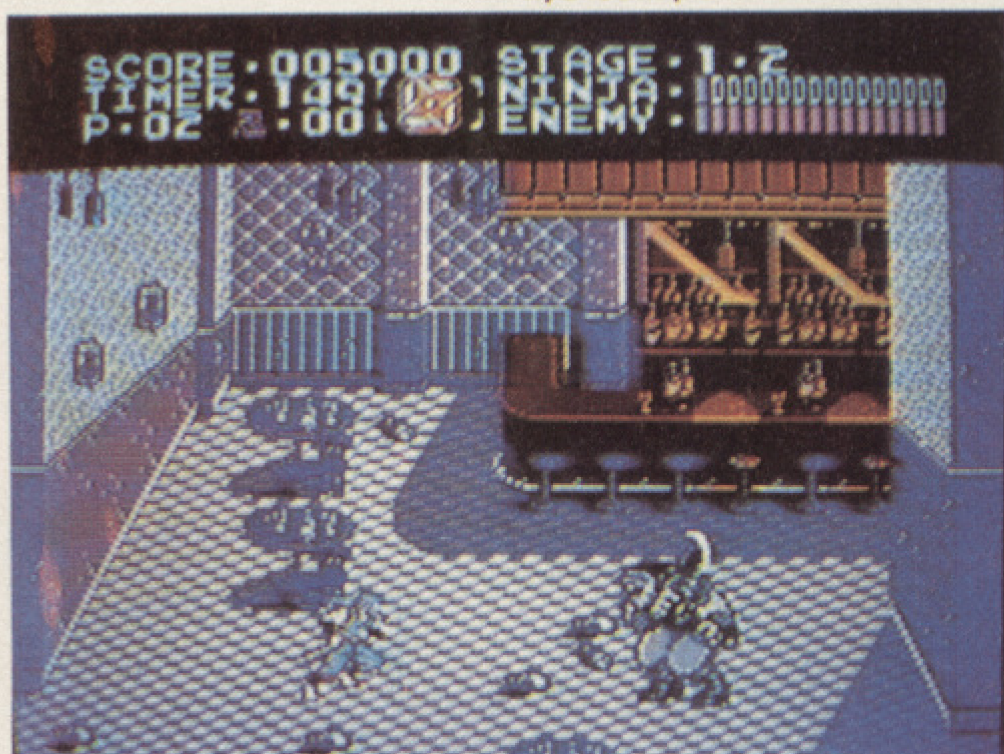


NINJA WEAPONS

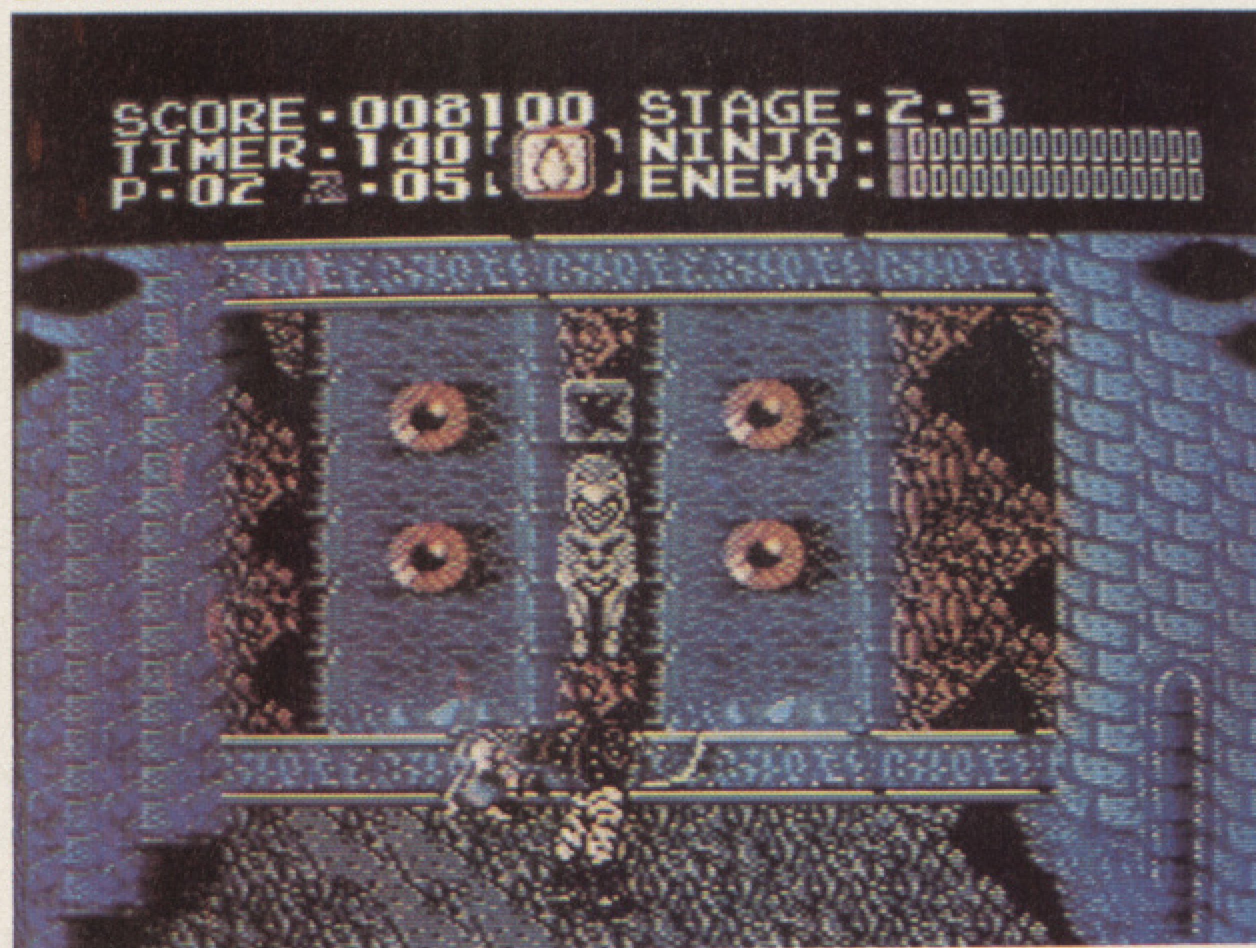
Ryu is able to pick up a variety of extra weapons to supplement his swords. These include shuriken stars, yo-yo style metal plates which fly forward and then viciously spin back, scything all in its path, and Ninja flames, which spin around Ryu and protect by destroying everything that tries to get near him. Unfortunately this magic doesn't last very long, but while Ryu's got it he's practically invincible!



▲ Ryu looks pensive in the cartoon intermission.

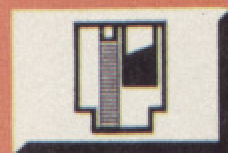


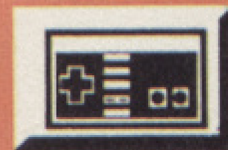
▲ Level one boss - watch out for his deadly steel blade!

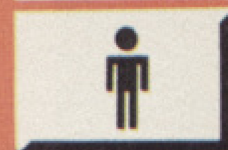


NINJA GAIDEN

BY: NINTENDO
PRICE: £39.99
RELEASE: SEPT

FORMAT: 

CONTROL: 

PLAYERS: 

GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: UNLIMITED
SKILL LEVELS: ONE
RESPONSIVENESS: EXCELLENT

PRESENTATION 94%
Superb in-game presentation, with cartoon-style intermission screens which tell you the Ninja Gaiden story.

GRAPHICS 89%
Excellent in-game graphics and stunning, beautifully animated cut screens.

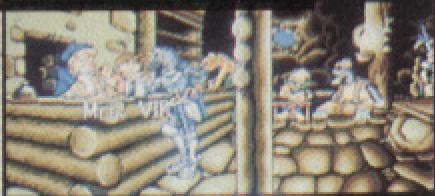
SOUND 78%
Racy tune and some good effects.

PLAYABILITY 91%
Tough to begin with, but very addictive nevertheless.

LASTABILITY 88%
Plenty of levels to keep a ninja fan slashin' 'n' dashin' for quite some time.

OVERALL 88%
A superb game, very similar to the Shadow Warriors coin-op. Highly recommended to Nintendo beat 'em up fans.

MEGA DRIVE

SHINING IN THE DARKNESS


More like a movie than a game! A perfect fantasy world for you to explore.

THE IMMORTAL


Fight in real-time in large close-up views of battle. Enemies can be blown up, beheaded and electrocuted!

GYNOURG

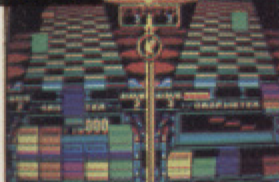

Amazing visuals, extreme playability, spectacular effects and stunning sound. Go for it!

SUPER HYDLIDE


Find the source of the evil force which has befallen Fairyland and seal the evil forever.

HELLFIRE


Just the best shoot 'em up currently available for the Mega Drive.

KLAX


Totally addictive fun and action as you catch coloured tiles hurtling down the conveyor belt.

FIRE SHARK


Safeguard the destiny of an entire planet by defeating the enemy forces and take your place in history.

JEWEL MASTER


You are the prince of a conquered kingdom, fighting against an evil magician for the right to your crown.

STREETS OF RAGE


This game has more player characters, more special features and more colourful enemies than any other street fighting game ever made.

PHELIOS


Restore the sword of light to its full power fighting off horrendous wretches and terrifying creatures.

FATAL REWIND


Battle your way to the top of 12 Pits of Death infested with hostile life forms.

DECAPATTACK


Dr. Frank N. Stein has created you to battle a wave of creatures and put Body Island back together!

F22 INTERCEPTOR


The first true combat flight simulator for the Mega Drive. Fly against targets in Iraq, Russia and North Korea.

MERCS


A fast-paced action game full of blazing weapons, explosions, traps and an army of deadly enemies.

QUACKSHOT QUEST Starring Donald Duck


Donald Duck is ready for his greatest adventure ever, a quest for the Great Duck Treasure.

ROBO COD


The return of James Pond, Underwater Agent, complete with Robosuit enabling him to survive above land.

BONANZA BROTHERS


A comedy adventure of speed and teamwork with two of the funniest thieves you'll ever see.

SPEEDBALL II


The bloodiest future sport is back – fast, furious and totally violent.

CALIFORNIA GAMES


The ultimate fun in the sun with this best-seller. You'll feel like you are there!

OUT RUN


You'll really feel the road as you go through every turn, dip and hill. Incredible!

TOEJAM AND EARL


These two aliens travel through strange and twisted levels in time to a rap beat.



GAME GEAR

COLOUR TV TUNER



You've got a portable pocket size colour TV with the Game Gear TV Tuner – watch it!

RECHARGEABLE BATTERY PACK



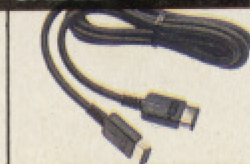
Now you can get hours of playing power – anytime, anyplace, anywhere – without batteries.

CAR ADAPTOR



Hold on! You can even play your games in the car using the Game Gear car adaptor.

GEAR-TO-GEAR CABLE



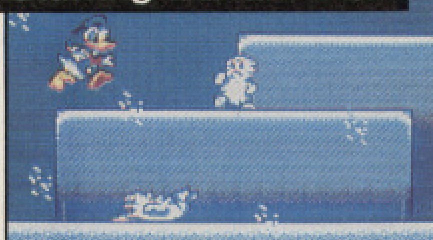
Competition time! Link two Game Gears together and test your skill – one-on-one!

AC ADAPTOR



Home entertainment! Get an AC adaptor – plug into the 'grid' and save batteries.

THE GREAT DIME CAPER Starring Donald Duck



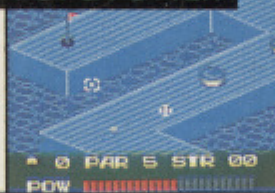
Donald Duck in every kind of danger possible with a fantastic variety of settings, enemies, puzzles and traps.

OUT RUN



Game Gear puts all the excitement of Sega's best-selling Out Run driving action in the palm of your hand!

PUT & PUTTER



Bank shots, water hazards, treadmills and pinball-style bumpers – the craziest miniature golf ever!

WORLD CLASS LEADERBOARD



Breathtaking golf course graphics with easy-to-use but realistic gameplay.

JOE MONTANA FOOTBALL



The great graphics, strategy and excitement of Joe Montana play just as well on the Game Gear.

SONIC THE HEDGEHOG



This amazing game is faster than you can believe. Brilliant graphics and gameplay.

SPACE HARRIER



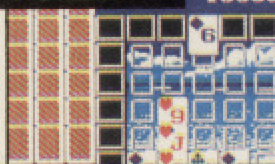
Keep your eyes on the enemies, shoot straight and keep moving! For a Space Harrier, the excitement never stops!

NINJA GAIDEN



Hidden in fiery globes you will find nine different items to help you fight your battle.

SOLITAIRE POKER



You'll never have to shuffle cards or keep score again. Solitaire Poker takes care of everything for you.

HALLEY WARS



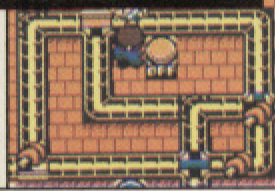
One of the most addictive games in a long time combines shooters-in-space with the finest programming.

AXE BATTLER



Now the smash hit arcade action has been translated for the Game Gear. A real sensation!

FACTORY PANIC



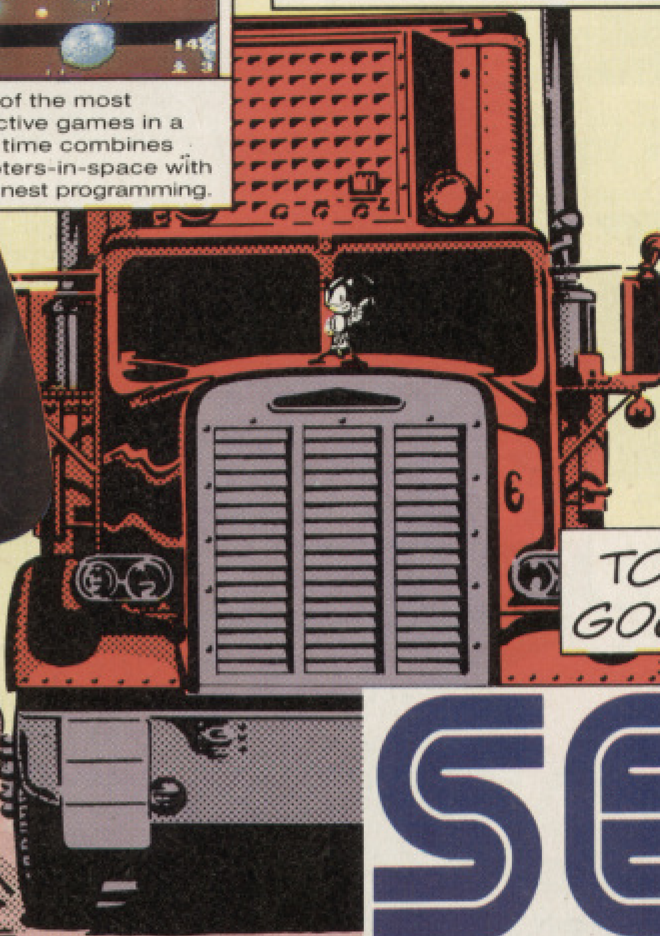
This fast-paced puzzle-game will make you laugh with pleasure and scream in panic.

WOODY POP



No damsels to rescue, no baddies to dis', just addictive game play for its own sake. Anything wrong in that?





TO BE THIS GOOD TAKES AGES

TO BE THIS GOOD TAKES...

SEGA

HOTLINES

WIN A SUPER FAMICOM



The Super Famicom is simply the greatest gaming tool in the universe! And there's one up for grabs on this red-hot phone line. You know the score. Dial away and see if you can win.

0839 121 187

WIN A MEGADRIVE

If you've always wanted a Megadrive but have parents who're too stingy to buy one, why not try and win one in this amazingly easy-to-enter comp. Caress the knobs on your phone, dial up and listen...



0839 121 140

WIN A GAME GEAR



Fancy trying to win one of those portable, colour Game Gear doubries? Dial up the number above and listen, and you never know. One of those fabbo machines could all be yours!

0839 121 189

WIN A GAMEBOY



What's hard, six inches long and is great fun to play with in the toilet? A Gameboy of course! It's the greatest thing since dusted monkey ass, and one of these pocket-sized wonders could be yours if you win the comp on this line.

0839 121 174

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS YOUR PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 33p PER MINUTE (CHEAP RATE) OR 44p (ALL OTHER TIMES). NO PROGRAMME IS LONGER THAN THREE MINUTES. ALL PROGRAMMES ARE OPER. TED BY BROADSYSTEMS LTD.

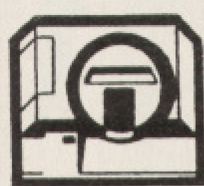
WIN £150 WORTH OF GAMES

Want to try and win enough games to fill your Y-fronts to breaking point?

0839 121 188

10 CHARTS

ALL FORMATS



MEGADRIVE

1	▲	STREETS OF RAGE
2	▼	EA ICE HOCKEY
3	▲	ROAD RASH
4	▼	SPIDER-MAN
5	NE	DECAPATTACK
6	▼	ALIEN STORM
7	▼	SONIC
8	◀	FLICKY
9	◀	688 ATTACK SUB
10	▼	FANTASIA

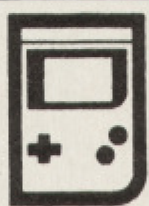


▲ *688 Attack Sub surfaces at number nine.*



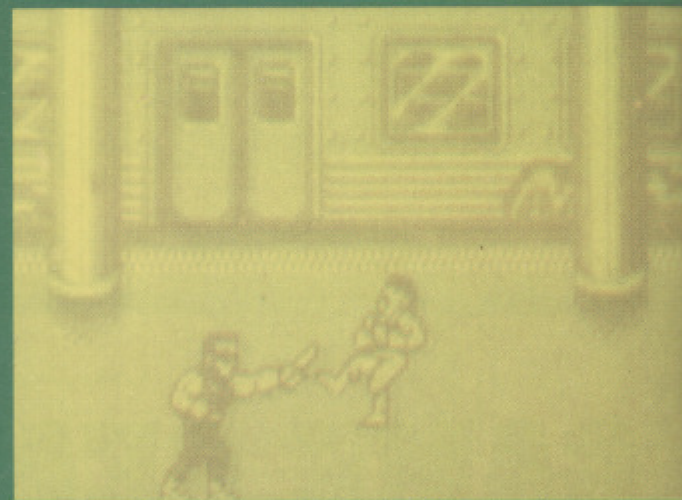
MEGADRIVE

Hmmmm. Decapattack is the only new release to hit the Megadrive chart this month. EA Hockey and Streets of Rage swap positions, while almost everything else loses one position. Strange really, isn't it?



GAMEBOY

1	NE	DUCK TALES
2	▼	SUPER MARIOLAND
3	NE	F-1 RACE
4	◀	SPIDER-MAN
5	▼	TURTLES
6	NE	BUGS BUNNY
7	▼	DOUBLE DRAGON
8	NE	GOLF
9	◀	WORLD CUP
10	NE	FORTRESS OF FEAR



▲ *Double Dragon kicks butt at number seven.*

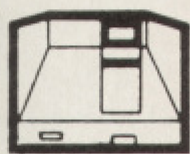


GAMEBOY

Check out the first official Nintendo Gameboy top ten! Duck Tales arrives in the charts - straight at number one! The deserving F-1 Race *finally* makes the chart, arriving at number three. Spidey's still selling strong, holding its own at number four!

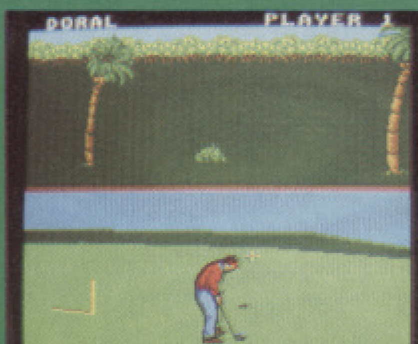
PREDICTIONS

NINTENDO: Mario III
GAMEBOY: Duck Tales
MEGADRIVE: Streets of Rage
MASTER SYSTEM: Populous



SEGA

1	NE	POPULOUS
2	NE	SPEEDBALL
3	▼	SPIDER-MAN
4	▼	LEADERBOARD
5	▼	PACMANIA
6	NE	FORGOT N WORLDS
7	▼	DYNAMITE DUKE
8	NE	GAUNTLET
9	▼	IMPOSS MISSION
10	▼	PAPERBOY



▲ *Leaderboard!*



▲ *World Class action at number four.*

SEGA MASTER SYSTEM

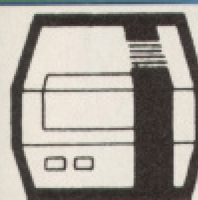
A very healthy 8-bit Sega chart. Populous takes Spidey's number one spot, relegating the web swinger to number three. Speedball and Leaderboard are doing very well indeed, while Capcom's Forgotten Worlds sneaks in at number six.







▲ *Web-swinging thrills at number three.*



NINTENDO

1	▼	DUCK TALES
2	▼	SUPER MARIO 2
3	▼	GREMLINS 2
4	▼	DOUBLE DRAGON
5	▲	SUPER OFF-ROAD
6	NE	DOUBLE DRAGON 2
7	▼	KONG CLASSICS
8	▼	PUNCH OUT
9	NE	WORLD CUP
10	NE	GOAL!

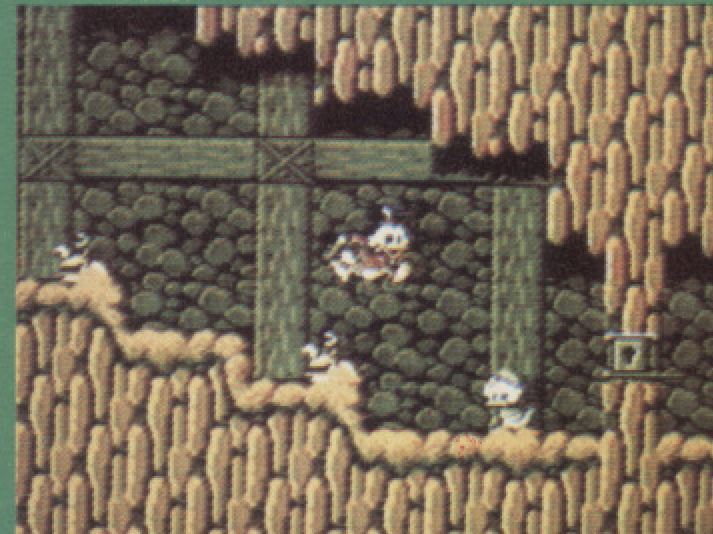


▲ *Duck Tales is highly popular on all Nintendo formats.*



NINTENDO

After plenty of TV plugging, Duck Tales takes the top slot, usurping Super Mario 2. The travesty that is Goal! arrives at number ten, whilst Double Dragon 2 makes a surprise entrance at number six!



THAT WAS THE YEAR THAT WAS

1991 was the year that consoles blew everything away. Jaz Rignall looks back at the highlights and the lowlights of the past twelve months...

ISSUE 4 JANUARY



The New Year started with Megaman II on the cover - and deservedly so. Its 95% score was the highest yet for a Nintendo game, and the team raved about its amazing platform action. In fact it was a good month all round for Nintendo owners. Probotector, a great conversion of Gryzor weighed in with 73%, Pinbot, the first ever licensed pinball game scored a mighty 90%, Snake, Rattle 'n' Roll, a brilliant, original game in which eating nibbley pibbleys is the order of the day got a well-deserved 94% and Ivan "Ironman" Stewart's Super Off-Road Challenge (surely the winner of the Longest Game Name Award 1991) was given 84%. On the Sega front, Michael Jackson's Moonwalker danced in with 80%, the conversion of Gain Ground (the coin-op nobody had ever heard of) scored a feeble 62% and Mickey Mouse - the game Sega owners had been waiting for - waltzed off with 93%. The Megadrive scene was very quiet, with only Moonwalker (81%), Hard Drivin' (a naff conversion that scored only 51%) and the jolly, simultaneous two-player up-the-screen blaster Battle Squadron (85%) to shout about. In January we were still covering the crap Amstrad GX4000 console. However, it was the last issue in which we did, and the doomed machine bowed out with Gazza's Football (76%) and the excellent Switchblade (91%). Finally, the Gameboy had a superb month, with the puzzle game Pipedream (87%), Fortress of Fear (80%), the conversion of the classic coin-op Pacman (80%), and web slingin' Spiderman (85%) to cheer about.

ISSUE 5 FEBRUARY



Final Fight graced the cover, to go along with our complete Super Famicom preview which gave a taster of some of the delights to come later in the year. Having had a rather poor month previously, Megadrive software bounced back in February in a big way. The exceptional arcade adventure, Mickey Mouse, was awarded a massive 95%; supporting acts were found in the form of ESWAT (87%), Crackdown (84%) and the rather whiffy Sword of Sodan, which could only manage a miserable 59%. The Master System didn't do too badly either. On the surface, Speedball's mark of 79% looks a bit disappointing, but Imageworks recalled the game after our review and made the computer opponent tougher - something we strongly criticised in the "finished" version we had. The end result was a game which, if we re-reviewed it, would get 87%. Dick Tracy popped his head up and got 77% and the sad, retarded Cyber Shinobi shuffled in with a naff 58%. Four Nintendo games were reviewed: Gremlins II (87%), Rescue (41%), Ghostbusters II (57%) and the brill puzzle game, Dr Mario (88%). Dr Mario also appeared on the Gameboy (87%), alongside the poor Monster Truck (65%) and Burai Fighter (83%).



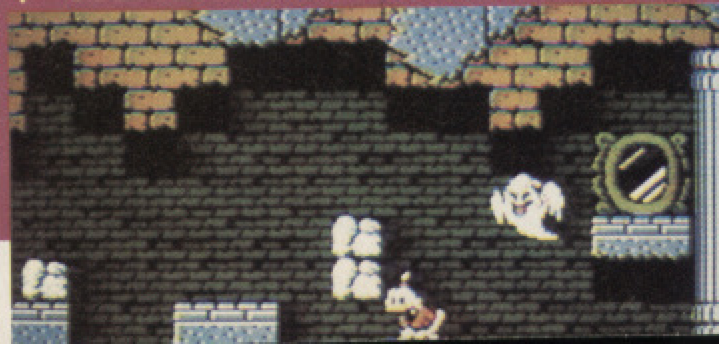
▲ *One of the nastiest baddies from Mickey Mouse.*



ISSUE 6 MARCH

Duck Tales was on the front this month, the game scoring a creditable 90%. Gauntlet II also scored a big nine-oh. But it was definitely a month of two halves for Nintendo owners, with Nintendo World Cup Soccer letting the side down with a dreadful 33% and the scabrous conversion of the Paperboy coin-op doing even worse with 30%. It was a month of blasting games as far as the Megadrive went, with Aeroblaster (80%), the impressive-looking and very challenging Gynoug (88%) and Dynamite Duke (79%) providing the shooting action. The Master System had three new games, the disappointing Strider (67%), Dynamite Duke (79%) and the simple, but addictive Pacmania (90%). We also did a classic review of California Games, which scored a gnarly 93%. Finally, the Gameboy reviews consisted of Chase HQ (a very sad 42%), Robocop (72%) and Contra (a whopping 91%).

▼ *Duck Tales: cover material for issue six!*



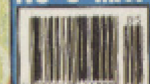






▲ *Some flame-throwing action from Midnight Resistance!*

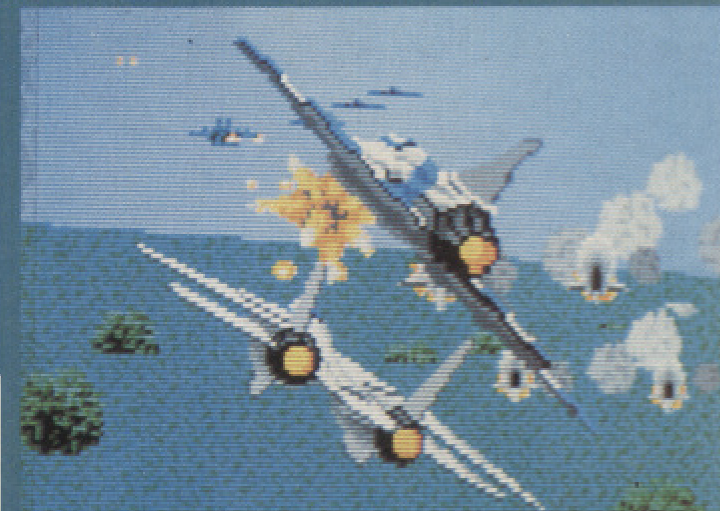
ISSUE 8 MAY





Sonic was here at last! In our exclusive preview, we spilled the beans on what was to become the biggest-selling Megadrive title yet. Also on the Megadrive scene were five other great games - James Pond (79%), Afterburner (90%), Sword of Vermillion (82%), Darius II (83%) and Midnight Resistance (84%). Nintendo's offerings varied wildly in quality from fairly good (Ironsword (77%) and Burai Fighter (79%)) to completely cack (Days of Thunder (39%)).

▼ *Afterburner 2*



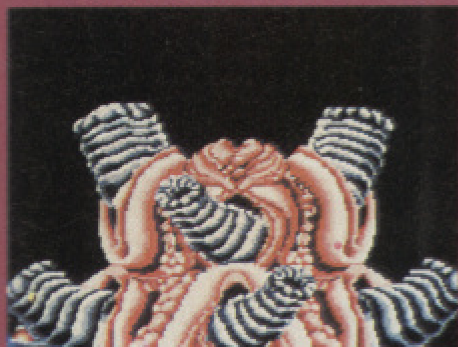
Their two Gameboy releases were better, though, with Turtles scoring 88% and Chessmaster coming in with an enormous 96%! If you owned a Master System, the most interesting game of the month was the golf simulation World Class Leaderboard, which achieved 92%. Joe Montana's Football only scored 65%, but Galaxy Force was rated 85% in its classic review. Finally, the Super Famicom showed us it could do some incredibly neat tricks with Pilotwings, which scored 90%.



▲ *Pilotwings*

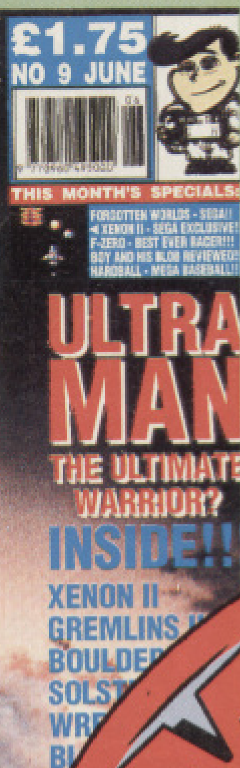
ISSUE 7 APRIL

The Simpsons burst onto the MEAN MACHINES front cover in April, to go with our exclusive preview. Another first was Actraiser on the Super Famicom, which was awarded 91%. Heavyweight Championship Boxing on the Master System wasn't so hot, and got a very average 46%. Golden Axe Warrior was another poo release, its tedious role-playing action only meriting a lousy 40%. Ghouls 'n' Ghosts wasn't so bad, though (80%), and the classic review of R-Type (92%) helped brighten things up. Dick Tracy appeared for the second month running, this time on the Megadrive. 82% was his final score, which was better than Joe Montana, whose American football game scored only 69%. There were two other Megadrive sports games reviewed, PGA Tour Golf (a brilliant sim which deserved all of its 91%) and Super Real Basketball (83%). Nintendo releases were thin on the ground, but both were good: Turbo Racing lapping at 80% and Rad Gravity scoring a groovy 2% more. Balloon Kid (51%), Bomber Boy (81%), Revenge of the 'Gator (91%) and Kwirk (85%) were the Gameboy releases of the month.



ISSUE 9 JUNE





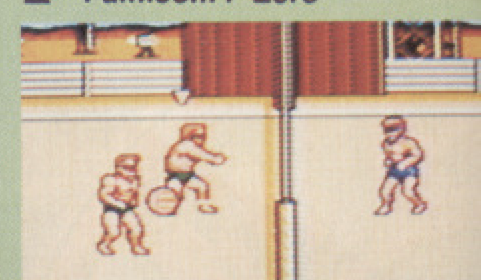
Only a select few in Britain know who he is, but in Japan he's one of the biggest stars on TV - Ultraman, who graced the cover of the June issue. His Super Famicom game only scored 77%, but became a cult classic (I still love it!). The brilliant F-Zero was also reviewed on Super Famicom, and was rated 90%. There was only one Sega game this month, Forgotten Worlds, and it was disappointing to say the least, scraping only 62%. Megadrive software was a mixed bunch: Wrestle Wars (88%), the excellent 3D puzzle game Block Out (91%), the RPG Kings Bounty and the baseball game Hardball, both of which scored 80%. Solstice (85%), the wonderful-sounding A Boy and His Blob (91%) and Super Spike Volleyball (83%) made up the Nintendo contingent, and Boulderdash (90%) and Gremlins II (80%) provided the Gameboy fun and frolics for the month.



▲ Ultraman provided cult cheesiness for the Famicom!



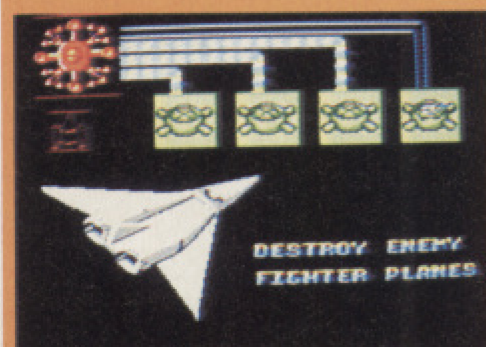
▲ Famicom F-Zero



▲ Super Spike Volleyball allowed up to four players to participate at the same time!







▲ Captain Skyhawk



▲ Gary went bonkers over Wardner

ISSUE 10 JULY

Shadow of the Beast burst onto the cover in July. Eeeek! How twuly fwightening! At least it provided some Master System cheer, 'cos there was little else to get excited about unless you were turned on by the 77% Sega Chess review. The first Game Gear review appeared this month - GG Shinobi, which whacked up a scorching 90%. There was one Super Famicom game, Sim City (94%), two brill Nintendo games - megablaster Captain Skyhawk (91%) and 90%-rated Shadow Warrior (which is also known to arcade players as Ninja Warriors) - and one crap one, Jack Nicklaus Golf (48%). However, it was the Megadrive that proved dominant this month, with no less than seven releases: the long-awaited Sonic the Hedgehog (92%), Star Control (86%), Might and Magic (80%), Wardner (84%), Zero Wing (91%), Faery Tale Adventure (61%) and Bonanza Bros (82%). Wow!

UN Squadron is still the best Famicom blaster! ▶





ISSUE 11 AUGUST

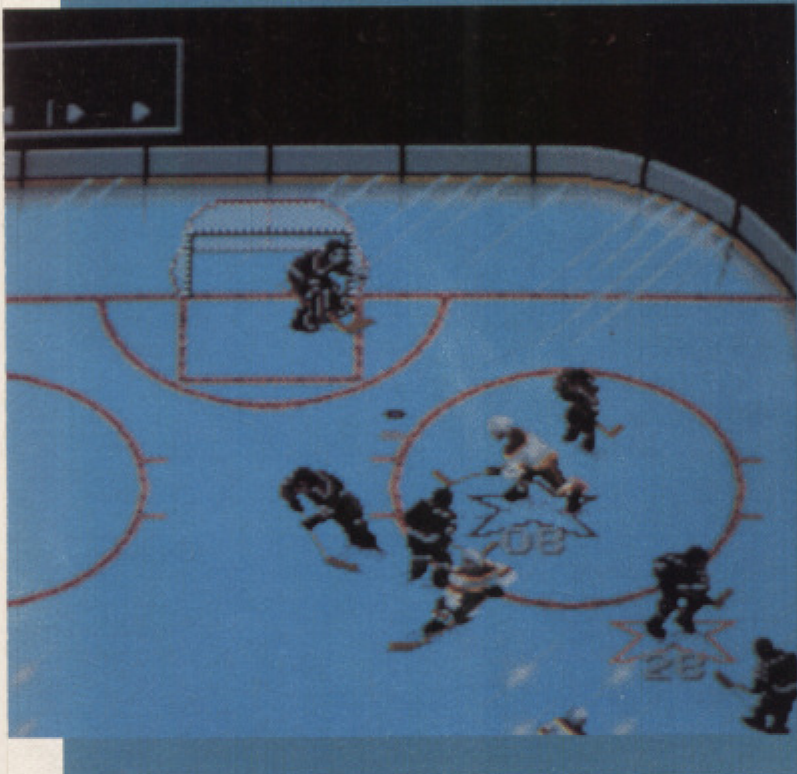


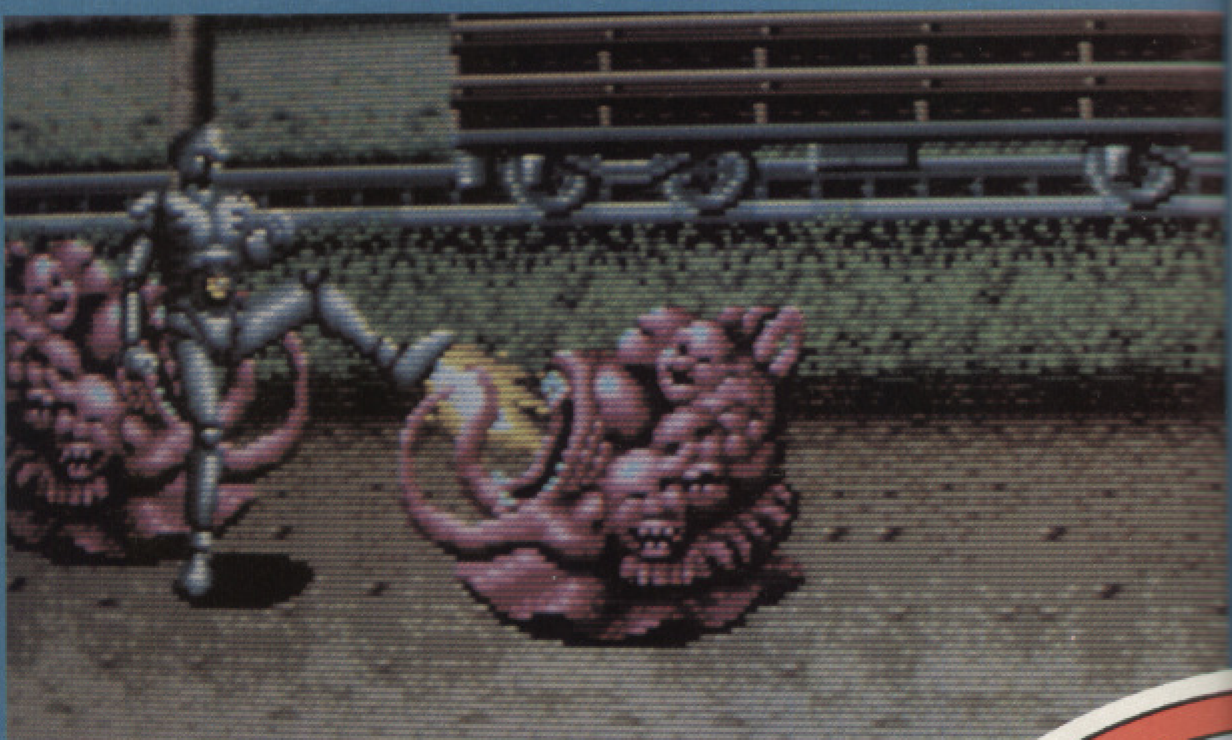




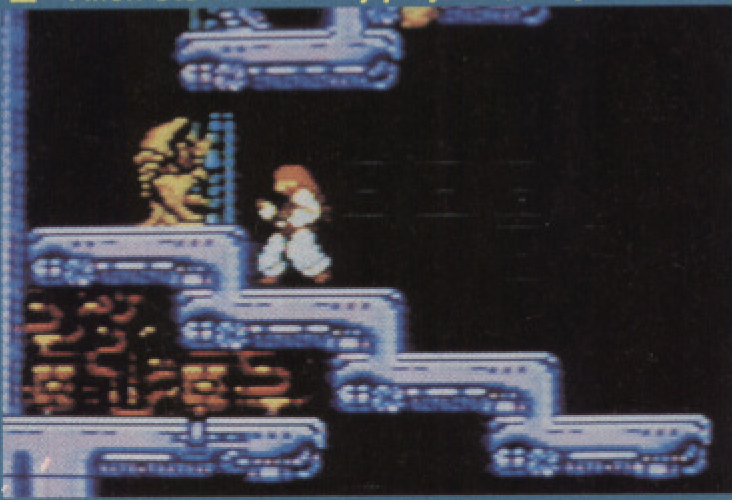
As the weather got hotter and hotter, we cooled off with a cover devoted to Megadrive EA Hockey, which proved to be the game of the summer with a massive rating of 95%! Other Megadrive games in this issue, in which we listed no less than 313 new console releases displayed at the June CES Show in Chicago, were 688 Attack Sub (84%) and the brilliant-looking but ultimately unchallenging Alien Storm (71%). Master System owners finally had something interesting to play in the form of Spiderman (87%), and we also provided some cheer with a classic review of Psycho Fox (90%). Nintendo owners had Kabuki (90%) and Boulderdash (92%) to consider buying, and Shadowgate (26% - the lowest MEAN MACHINES mark yet) to laugh at. Rounding up August were Hunt for Red October (90%) and Snow Bros Jnr (79%)

▼ Ice Hockey had Jaz 'n' Rich hooked for ages!





▲ Alien Storm was very playable, but just too easy!

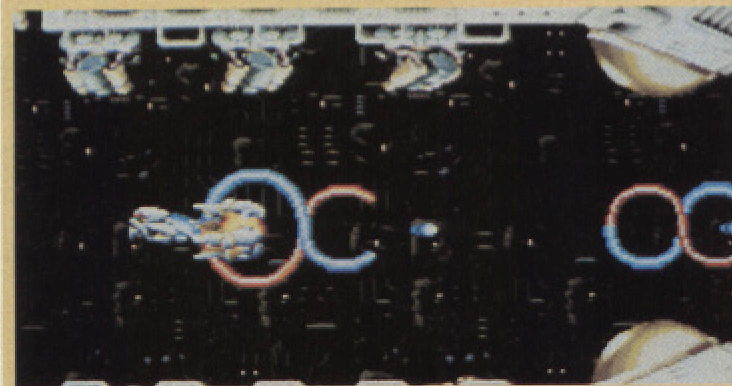


◀ Kabuki fought evil with his hair style!

ISSUE 12 SEPTEMBER

Mickey Simon from UN Squadron made an appearance on the September issue, which was filled with good news as far as Super Famicom blasting fans were concerned. UN Squadron scored a mighty 94% and Super R-Type notched up 90%. More shooting action was found on the Gameboy with Choplifter (90%) and on the Master System with the utterly crud Ace of Aces (29%). Nintendo fare wasn't outstanding this month: Isolated Warrior was tops with 80%, Battle of Olympus was next with 79% and the pustulent Goal! "scored" a comic 33%. Apart from the very disappointing sequel to Mickey Mouse, Fantasia (61%), Megadrive players had some great games to choose from. Racing fans had the brilliant Road Rash (91%), platform players had Spiderman (90%), Star Flight, an arcade adventure/trading game/shooter set in space scored a massive 94% and the whoppa beat 'em up Streets of Rage (90%) showed that Megadrive owners didn't really need Final Fight...

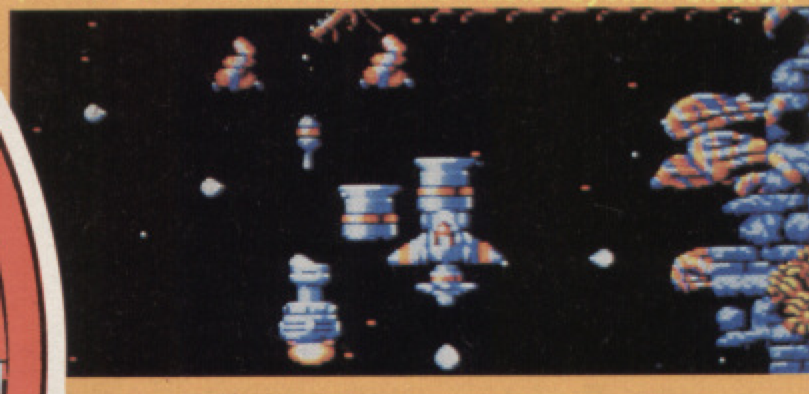




ISSUE 13 OCTOBER

We had plenty to celebrate in October. First of all, it was our 1st birthday, and secondly, the magazine sold so well, we ended up having to print more to meet the massive demand! Wahey! Mario was on the front cover, and appeared inside too as we revealed his history in a four-page special and reviewed Super Mario III, which got the highest mark yet awarded in MEAN MACHINES - a ginormous 98%. Other Nintendo games under scrutiny were Marble Madness (85%) and the excellent Galaxy 5000 (91%). The graphically stunning Xenon II waved the Master System flag with 84%, and Double Dragon II (81%) and Caesar's Palace (91%) gave the reviewers plenty of Gameboy fun. On the Super Famicom, the wild 'n' wacky Goeman Warrior (92%) and spiffing Super Tennis (93%) were played and loved by all, and on the Megadrive, the long-awaited and ultimately disappointing Outrun (69%), Mike Ditka's Power Football (78%), Turrican (73%) and Thunderforce III (86%) made up the numbers. The big surprise of the month was the crap-looking but mega-playable Flicky, which was rated 92%!

▼ *Xenon II was a decent little Master System blaster!*



ISSUE 14 NOVEMBER

Last month, as you should be able to remember, unless you've been hit around the head with a baseball bat, had F-22 (93%) on the cover. The other Megadrive games were Immortal (90%), Fatal Rewind (83%), Klax (84%), Toe Jam and Earl (87%) and Shining in the Darkness (69%). Nintendo releases were WWF Superstars (80%), Kickle Cubicle (72%), Power Blade (88%), Low-G Man (84%) and Top Gun II (51%), while the Master System had the utterly mega Kick Off (96%) and Shadow of the Beast (80%). The single Gameboy release was the Simpsons (85%), and on the Super Famicom we had two extremes - brilliance with Super Ghouls 'n' Ghosts (94%), and shoddiness with Pro Soccer (55%).



ISSUE 15 DECEMBER



▲ *Sonic 2: expect it sometime in 1992!*

Rather than dwell on this month, which you can see for yourselves by glancing through this veritable jamboree issue, let's look at what 1992 promises to bring. On the hardware side, the Megadrive CD-ROM player should be arriving at importers in large numbers in very early January - there's no news of an official launch yet. The Super Famicom CD-ROM is another no-news launch, although it's expected to appear sometime during next autumn. The Super Famicom itself is rumoured for an official European launch in late September - we'll be there to cover it. NEC, makers of the PC Engine, have a new, "totally unbelievable" machine under development which will be unveiled later on in the year, and Atari have the impressive-sounding Jaguar pencilled for a mid-1992 launch. Software should get better and better - Sonic II, Mario V, another WWF game, Streetfighter II, Star Wars, The Empire Strikes Back, Terminator II, Donald Duck, Smash TV, Lemmings, Megadrive Kick Off and Aliens III are just a few of the highlights of an enormous list of forthcoming games. The message certainly seems to be that if you thought 1991 was a great year for consoles, you ain't seen nothin' yet!



▲ *A new WWF game on the Famicom next year!*

RADION'S XMAS COMP

WIN A GAME GEAR AND THREE GAMES

RADION MEGACOMP! WIN A GAME GEAR AND THREE GAMES!

When it comes to cartoon fun and japes, Radion is the greatest. Well, not quite - but his work was hilarious enough to get him a place on the MEAN MACHINES team. Anyway, since it's Christmas he's decided to knock together a special festive comic strip. The problem is, he's had a bit too much of the old "Christmas cheer", and has forgotten to put the words in. Doh!

This is where you come in. What we want you to do is write your own script. Be funny. Be witty. Be silly. Or be a completely miserable git. We don't care, but if you are your chances of winning will be slimmer than the winner of last year's International Anorexia Competition.

Send your entry to: MAKE SURE YOU'VE GOT A CHANGE OF KNICKS BEFORE READING THIS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. As with all the competitions this month, the closing date is 2nd Jan 1992. Rad will personally read all the entries himself, and the one that makes him literally pee his pants with merriment (or the nearest one that does) will win its sender a fabbo Game Gear and three games! Wowzer - so get your special hilarious trousers on now and get writing.



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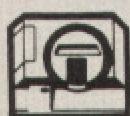
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SHADOW OF THE BEAST

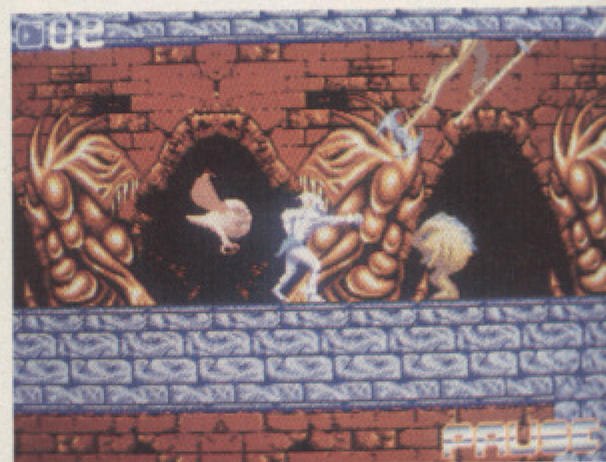
Life isn't very enjoyable when you're the Beast - the perfect fusion of man and animal. Indeed, life just seems to consist of doing the Beast Lord's foul bidding, using your superior strength and agility for the cause of evil.

One day everything changes. Distant memories of your days as a human child resurface and show Maletoth the Beast Lord as the being responsible for the death of your family. All at once you remember what it was to be human. You realise how your life has become warped by the Beast Lord. Now, armed with the knowledge of the past, you must construct your future - and that future shall begin with the destruction of the Beast Lord. With him dead, his spells should break - turning you back into human form.

What all this boils down to is a quest spread over six scrolling levels. Your objective is to track down Maletoth and make sure he kicks the bucket. However, sensing that he no longer controls your mind, Maletoth has dispatched every beast he still controls in order to bring about your demise. It's your job to defend yourself against these demonic minions. Added in with the basic beat 'em up gameplay are a few puzzle elements. These are hardly brain-busting, but add some variety to the gameplay. For example hitting a lever early on in one level switches off an energy field blocking your route later on.

It's a long and arduous voyage ahead of you, but you're the Beast and you're *hard*!





BEASTS

Your beast is pretty big and 'ard, but he's comparatively small and weedy compared to some of the treats Maletoth the Beast Lord has in store! A big orb-throwing gargoyle is your first target, along with a massive skeleton who attempts to crush the very life out of you. And go right from the game's starting point and you run the gauntlet of massive enemies including, of all things, gargantuan toads!



These bats arrive at different heights, making them difficult to hit.



Inhabiting the underworld, these massive insects are your first worry.



This jumping demon inhabits the first level. Beware of his groping arms.



These legions of poisonous creatures infest the underworld.



This creature lurks inside a stone statue. Break this open and engage in combat!



These denizens of the underworld are armed with massive cleaving swords.



Another level one meanie that tends to creep up on you and slap you about!

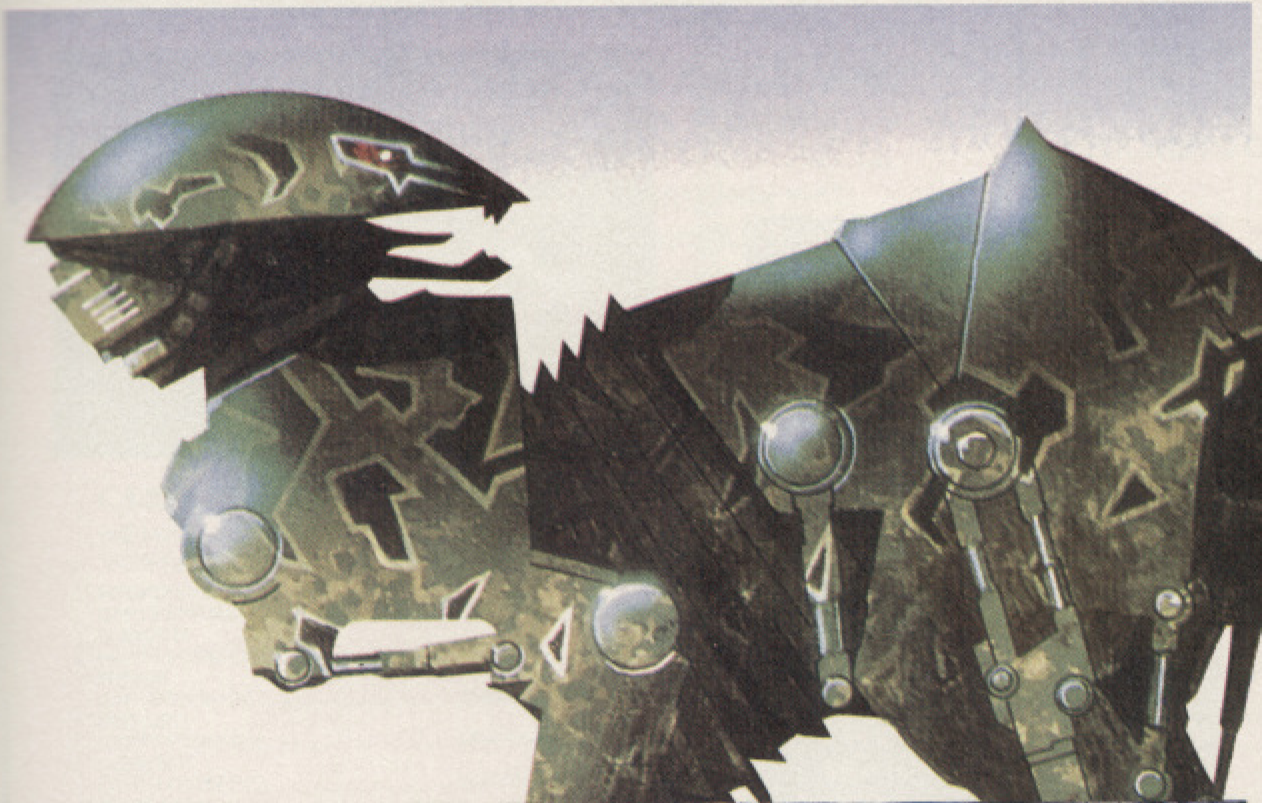


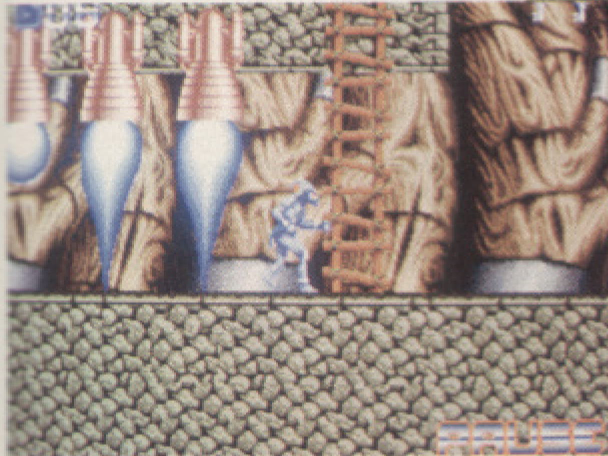
BEAST COMBAT

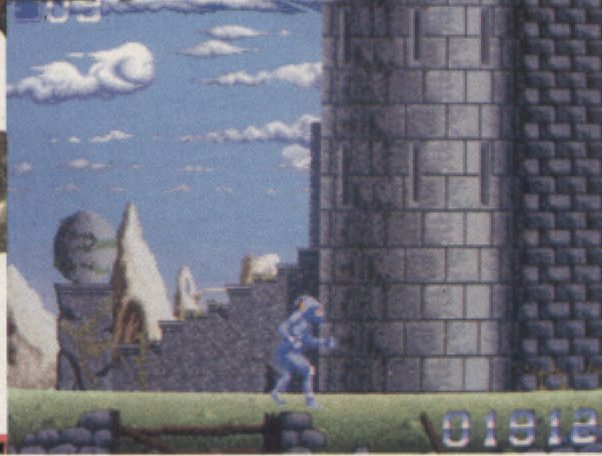
The Beast only has two natural forms of offense - a punch and flying kick, both of which dispatch most enemy sprites with just one hit. However, later on, Beast is endowed with different forms of weaponry. First he's granted a special beam weapon. Later on, he's given a rifle and jetpack and the game becomes a horizontally scrolling shoot 'em up!





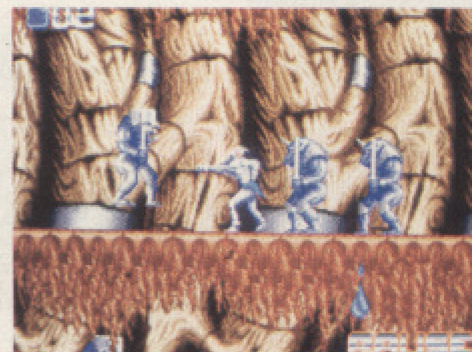






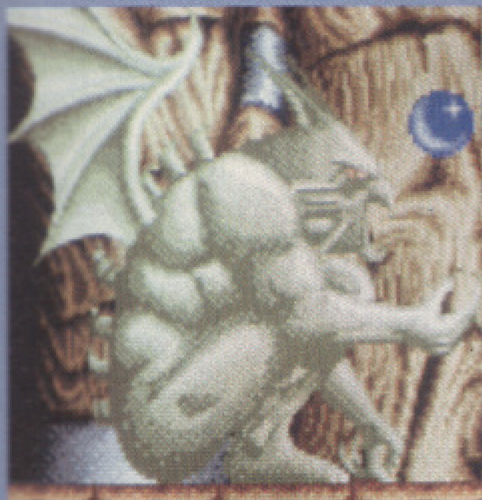
The Beast reaches the castle at the end of the surface level. However, it's very dark inside so be sure to collect one of the torches located on the outside of the castle. Once inside, more terror awaits...







arms.



This Orb Guardian requires several hits. Beat him and laser powers are yours.

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Dragons fly overhead on the first level, dropping bombs on you from a great height.



COMMENT

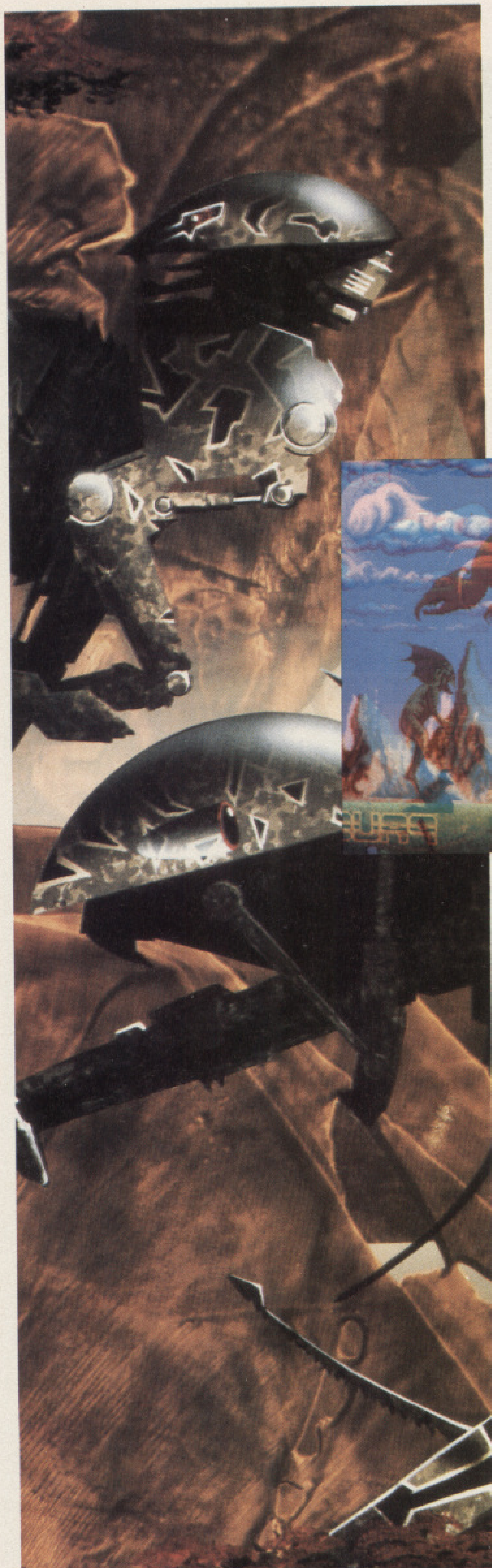


RICH

The Master System version may have had more objects to play around with, but this Megadrive conversion has something going for it that's for more valuable - it's a lot more playable. The action is really simple to get into and the control method is good and responsive. The variety in all of the levels makes the game that much more compulsive to play. Shadow of the Beast has its faults though. The simple nature of the combat is really off-putting. Just about every foe falls to one punch or flying kick, and the puzzle element is just too simple to be seriously considered. As a game that shows off what your Megadrive can do, Shadow of the Beast is a great example.



REVIEW



THE ORIGINAL BEAST

Psygnosis were certainly on to a winner when they released Shadow of the Beast on the Amiga. Utilising just about every graphical trick in the book, they created one of the most spectacular visual feasts yet seen in a home video game. A sequel followed, the disappointing Beast II, whose graphics were actually far worse than the original! Beast I has been converted to many systems, including the Sega Master System (courtesy of Tecmagik). That version was reviewed last issue and scored 80%.



COMMENT



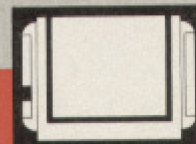
JULIAN

At first, this seems a bit dull - there are only two combat moves and virtually every baddie dies at the first hit. However, the more you play it, the more you get into it. It's not really a beat 'em up at all - it's an exploration game, and as such works very well indeed. The graphics are superb, and you want to keep playing the game to find out what's around the next corner. Things hot up later on when the beast is endowed with power-ups, and there's plenty of variety as you attempt to defeat the Beast Lord. If you're after a platform game with a difference, take a good look at this.



BY: EA
PRICE: £44.99
RELEASE DATE: NOVEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 81%

Little in the way of options, but good in-game presentation.

GRAPHICS 89%

Superb, smooth-scrolling parallax backdrops and beautifully drawn end-of-level baddies.

SOUND 81%

A fairly atmospheric tune, although it does grate after a while.

PLAYABILITY 85%

The easy-to-learn control method makes this a doddle to get into...

LASTABILITY 71%

...and there are six huge levels to explore, giving plenty of lasting appeal.

OVERALL 82%

An original and entertaining exploration game with plenty of neat features.

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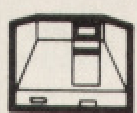
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Life's tough when you're a prisoner-of-war, unless of course you find a secret mega-powerful machine gun stashed in your cell! Once in possession of this powerful weapon, it's simplicity itself to shoot your way out of prison and commandeer a jeep to get you home. This rather improbable set of circumstances are thrust upon you in Sega's conversion of their arcade blaster, Line of Fire.

However, the enemy forces want their gun back and they're not afraid to shoot you into oblivion to get it! This means you take on the entire opposing army single-handedly with nothing but your machine gun and a stack of missiles to help you. After all this destruction, there's still a massive guardian awaiting you at the end of each level. Blast this out of the known dimensions and more of the same machine gun based violence awaits you on the next stage.

The Master System conversion of Line of Fire differs somewhat from the coin-op. Whereas the arcade machine was a 3D Operation Wolf-style first person perspective machine gun game, this version is an up-the-screen blaster! However, the levels, enemies and guardians themselves follow the coin-op quite closely.



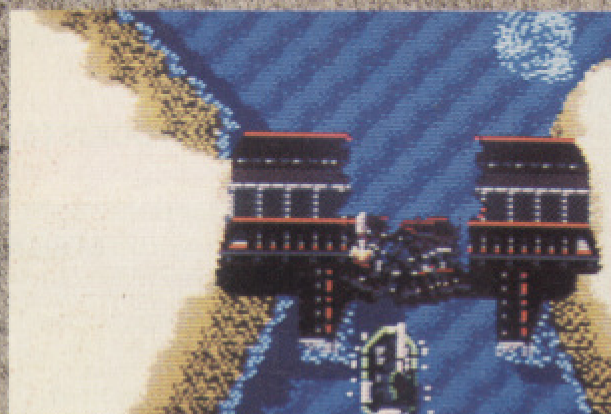
The Master System does a pretty good attempt at parallax scrolling here.

COMMENT

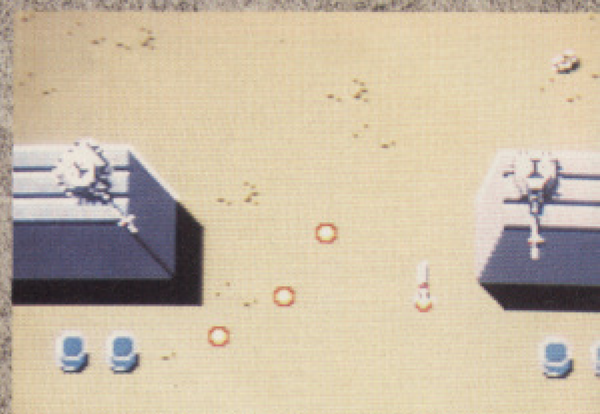


RAD

I was very surprised when I played Line of Fire. Surprised and disappointed. Changing the viewpoint of the game was hardly an intelligent move. Dynamite Duke showed that the Master System can handle 3D Op Wolf games, so why waste the license on turning the game into a poor example of a vertically scrolling shoot 'em up? On the plus side, the maps of the levels do follow the coin-op quite closely, although the sprites are so small and badly drawn that it's difficult to tell. The game is also very slow and far too easy. The action gets tricky at one point in level two but otherwise any semblance of challenge is missing. Not even fans of the coin-op will enjoy this. In fact I think they'll be the most disappointed.



Bridges are easy targets for your battle dinghy!



The jeep has a massive shell-spewing cannon!



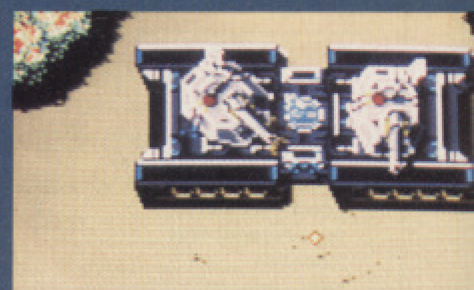
SHOOT YOUR LOAD

There are two types of weapon in Line of Fire. Your machine gun disposes of ground-based forces, such as foot soldiers and tanks and is provided with an infinite supply of ammunition. Missiles are used to destroy flying targets such as bombers and helicopters.

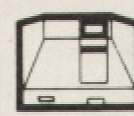
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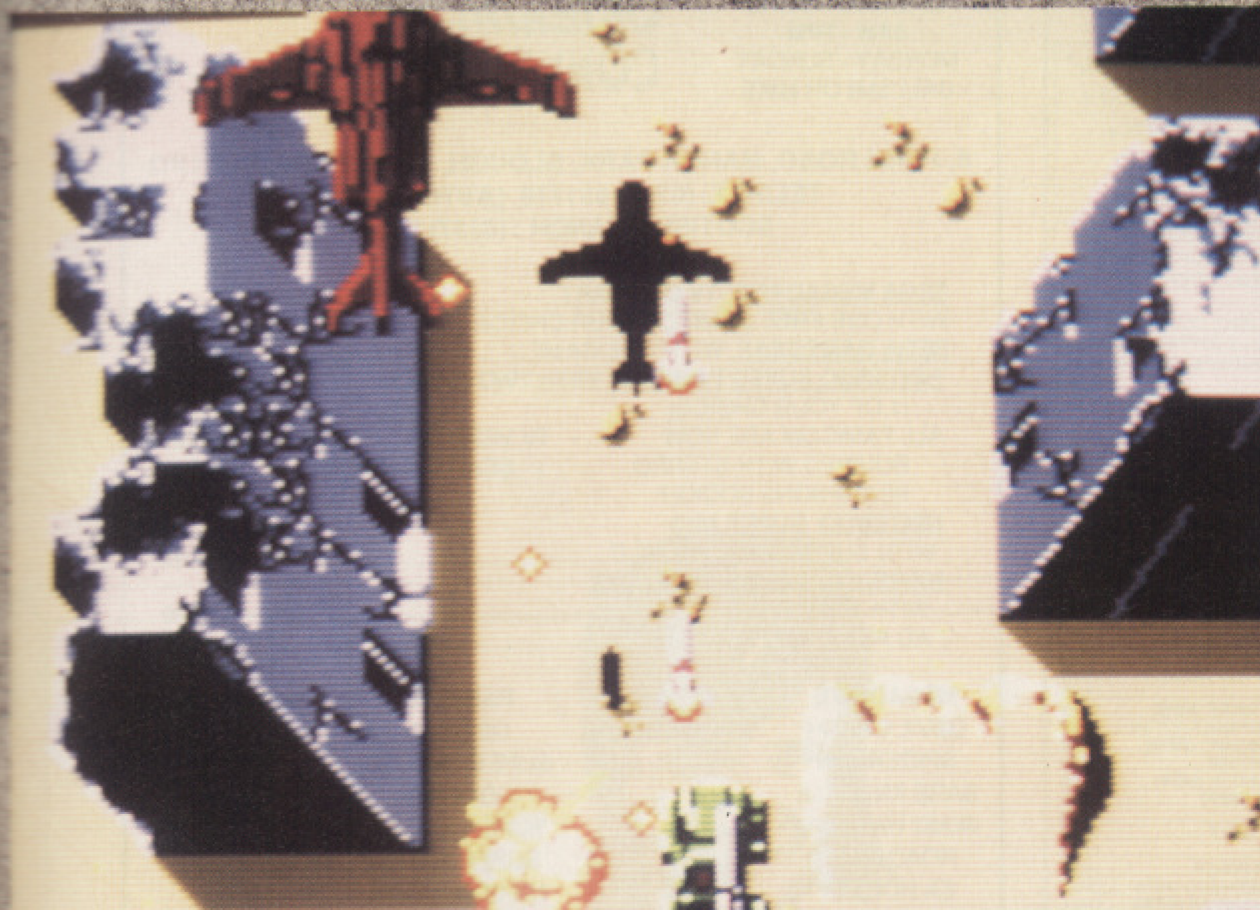
WHAT A BOMBER

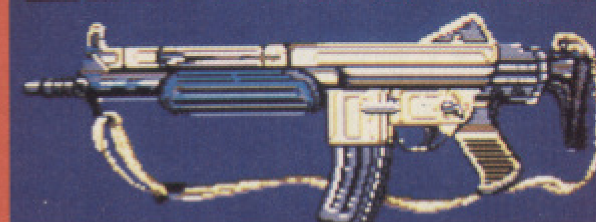
Your opponents arrive in many and varied forms. There are standard troops who shoot at you with their rifles, other jeeps armed in a similar fashion to yourself, twin tanks, helicopter gunships, dive-bombers, frogmen and even fully-armed battleships!



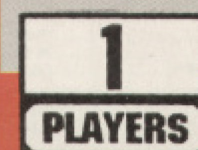


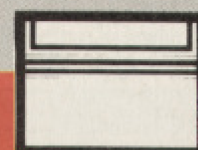



▲ *It's the last train to Destruction Central as the jeep tackles both ground-based and airborne targets!*



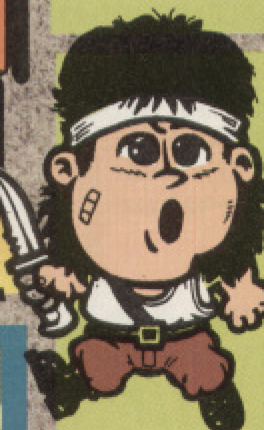
BY: SEGA
PRICE: £29.99
RELEASE DATE: DECEMBER
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: OKAY






FIRE

COMMENT



RICH

What a bizarre "conversion" this is! Line of Fire is similar to Enduro Racer in that the first person 3D effect has been altered - in this case to Commando-style vertical scroll-o-vision. However, the actual locations and scenery remain much the same. Unfortunately, much as it pains me to say it, sadness has prevailed in this conversion. The vertical scrolling is slow and jerky and the graphics are seemingly malformed, with badly-defined sprites and tedious backdrops. The sound effects and music are similarly bad (in fact, I defy your hand not be to be moved to the volume switch within seconds). The simple gameplay is quite entertaining, but it won't keep you playing for long (in fact it only took me one go to get all the way to the last level). I simply can't recommend this at all. If you've a hankering for Op Wolf-style action, try Op Wolf (or Dynamite Duke). Fans of up-the-screen blasters should check out Xenon 2.



IS IT A BOAT? IS IT A PLANE?

Escape from enemy territory would be impossible without your trusty jeep, for it is no ordinary form of transport. When faced with ramps, your motor vehicle uses them to fly for a limited period of time, and not even the sea is an obstacle for your dependable four-wheeled friend, as it is capable of transforming itself into a fully operational battle dinghy! The last level of the game sees another Transformer-like change, this time into a fully-functioning helicopter gunship!



PRESENTATION 52%
Three skill levels, intermission screens but nothing else to speak of.

GRAPHICS 56%
Small and cacky sprites with extra added flicker and dull colours.

SOUND 51%
Bland sound effects and lug-wrenching tunes.

PLAYABILITY 63%
Reasonably responsive but not overly enjoyable.

LASTABILITY 38%
Very easy indeed. Even a spaz with sad gamesplaying skills should be able to complete the game in a hour, even on the most difficult setting.

OVERALL 46%
An utterly mediocre release. Very average gameplay, poor presentation and pitiful difficulty setting.

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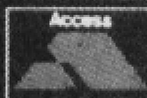
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GARY HARROD COMPETITION WIN A PERSONAL CD PLAYER

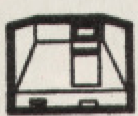
Poor old Gary Harrod - and we mean that literally! Paid a pittance, and with his tramp chums to support, Gary Harrod is skint. Penniless. Needy. Pauper-stricken. Dosh-less. Lacking in the spondoolicks department. Bankrupt. Overdrawn. And because he has no money, the man whose pockets are emptier than the space between Radion's ears has to dress in rags.

Aaaaah - sad!

However, there is a happy end to this unfortunate tale. You see, we've managed to get in touch with Santa Claus, and have persuaded him to bring Gary a fine new outfit for Christmas. The only problem is that Santa's merry helpers need a design - and this is where you come in. Using the accurate portrayal of the boy Harrod, we want you to design a fabulous outfit for him. Use your imagination, and come up with a topper piece of kit that will do our Gary proud!

The address to send your entry is: GARY WILL LOVE MY OUTFIT BECAUSE HE WON'T LOOK LIKE A NANCY BOY COMP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is 2nd Jan - we'll be judging the competition shortly after. The best entry will win its sender a super portable CD player.

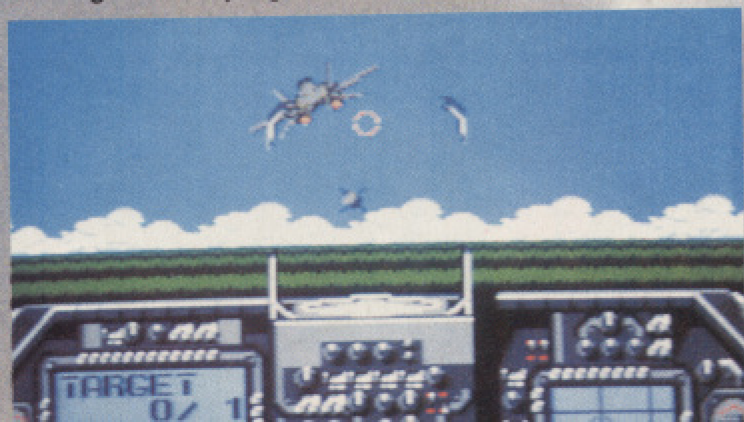




G-LOC

War time has rolled around again and being a trainee pilot in the Air Force, you are plunged into the thick of it. Many missions await you, with the object being to wreak as much havoc behind enemy lines as possible, destroy their special war machines and reach a high enough rank to keep you on the ground forever.

G-LoC is a cockpit-view 3D shoot 'em up in which the player uses missiles and a high-powered cannon to obliterate the enemy forces on land, sea and air. One point is scored for every enemy vehicle or craft destroyed, and these points are used to buy things at the between-mission shop. But their real value is as decorations - get 160 points and you're elevated to top ranking and are judged to have won the war!



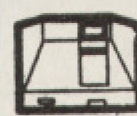
GETTING IT FROM BEHIND

The opposition often attempts to sneak up and blow your plane apart from the rear. If this happens, the view changes and the action is seen out of the enemy's cockpit - you must twist and turn your aircraft to evade the deadly barrage of lead and missiles heading its way.

▲ *Scoping out the enemy.*

PASSPORT FRIVOLITY

Between missions an info section appears which briefs you on your next mission and details your successes so far. From here it's also possible to buy more missiles and extra time and also repair your plane. One point buys either one missile or ten extra seconds or repairs a single hit. This allows you to choose your tactics for the upcoming mission, buying time if there are lots of targets, or loads of missiles if there's just one, powerful target.

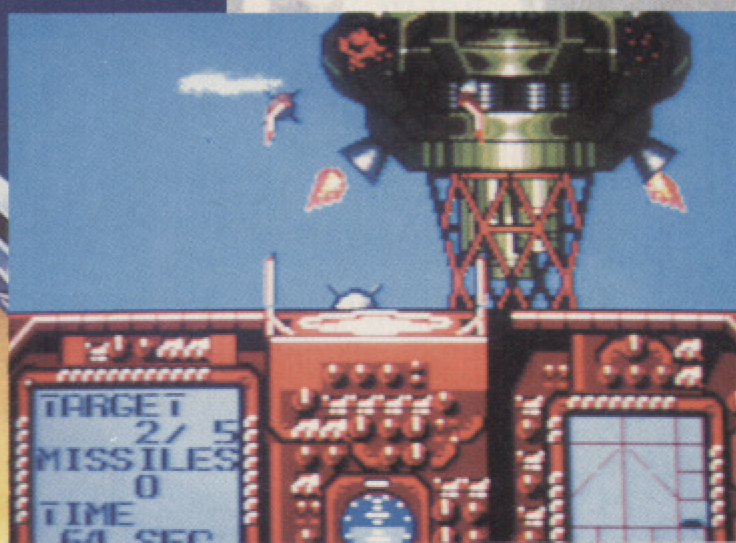


COMMENT

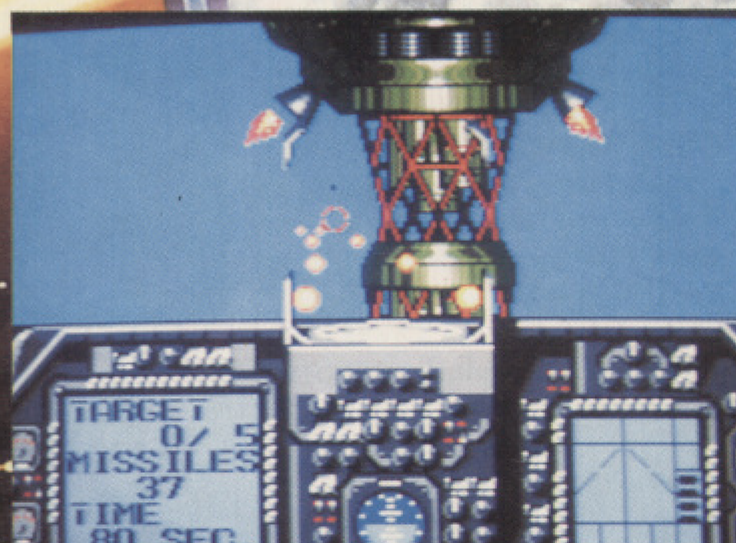


RAD

Squeezing the rather awesome arcade game into the Master System was an ambitious project to say the least - but amazingly, Sega have pulled it off! The graphics are neat - there's a little sprite flicker, but the 3D update is fast and convincing. The sound isn't quite so hot however, with some dire tunes that make you want to hide under a blanket. What's best, though, is the gameplay. It's best described as what NES Top Gun II should have been, with lots of missions and detailed briefings. The points trade system is a marvellous idea, introducing an interesting strategy element alongside the action. The action is fast and furious, and offers challenge and addiction unmatched by any other Master System 3D shoot 'em up. Potential Top Guns shouldn't miss it.



▲ *Blast the first end-of-level boss!*



▲ *Finish off the boss by striking the base of it!*

Tanks ahoy! Use missiles here. ▶

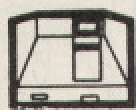


▼ *Bandits at 12 o'clock! Dust them with your cannon!*



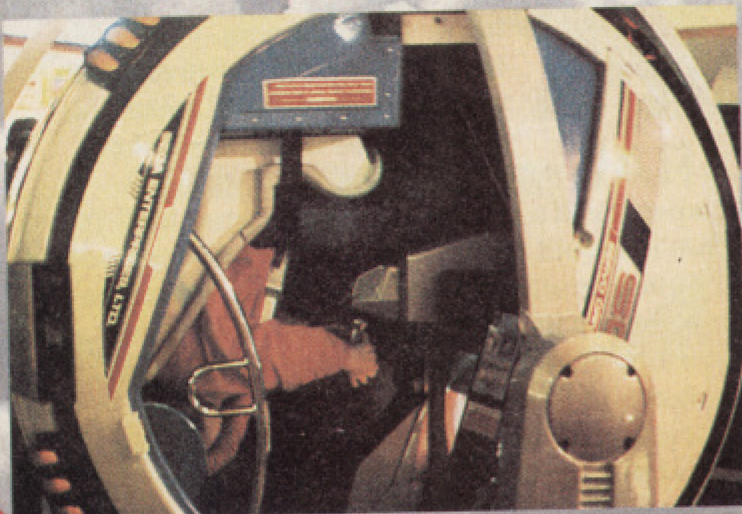
SPEED AUTO

ARCADE SHOT

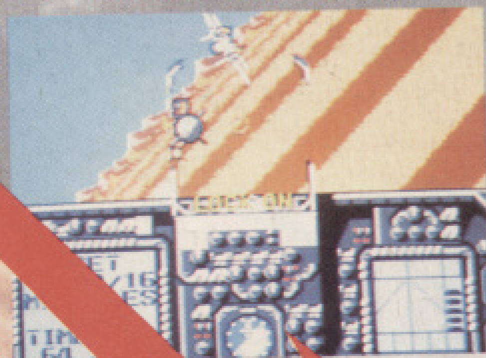


VOM-O-MATIC R360

By far the most impressive version of arcade G-LoC is the R360. This giant, round cabinet in which the player sits is able to turn through 360 degrees in four directions as the player guides his on-screen plane! Needless to say it's great fun, but the big problem is that the machine is so expensive there are only a few permanent machines in Britain - London's Trocadero is the most famous site.



Watch out for the enemy missiles!



COMMENT



RICH

I must admit that I was pleasantly surprised by G-LoC. Okay, the graphics are pretty awful and the sound scores very highly in the sadness stakes, but gameplay-wise, G-LoC is quite a good laugh, with plenty of airborne thrills and spills to enjoy. My biggest gripe with the game must be the fact that it's very hard to dodge missiles (and this isn't down to a lack of skill on my part - they just suddenly seem to appear in front of you from nowhere!). The variety between each level could have been more pronounced, it always seems to be a case of just shooting anything without using tactics of any description. The thing is, even though the game has its limitations, it's still rather addictive and the sheer fun factor will doubtlessly bring you back for more! G-LoC isn't an essential buy, but it sure beats the hell out Afterburner (and Top Gun II on the NES for that matter!).



Cannon shots close in!

ARCADE SHOT

G-LOC AIR BATTLE

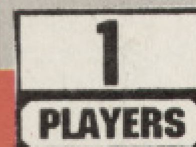
LOSS OF CONSCIOUSNESS BY G-FORCE

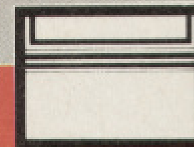
PRESS START BUTTON

BY: SEGA

PRICE: £29.99

RELEASE DATE: DECEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: FAB







PRESENTATION 76%

Not many options, but well presented throughout, with fab between-flight screens and menus.

GRAPHICS 79%

Backgrounds lack detail, but there are lots of good sprites and the 3D update isn't bad.

SOUND 58%

Awful tunes that do the game no justice, though the effects are a bit better.

PLAYABILITY 83%

Very enjoyable and addictive, with a light strategy element to keep the action from getting repetitive.

LASTABILITY 80%

Lots of missions keep you up in the air for ages.

OVERALL 82%

A pretty decent Master System blaster that should be checked out by potential fighter pilots as soon as it hits the shelves.

RAIDEN TRAD

STORY

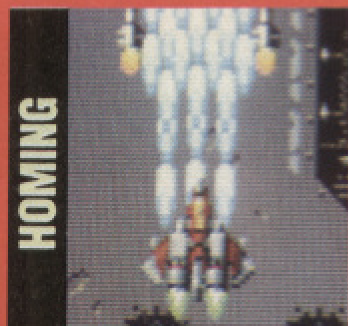
Will those aliens never learn? Once again, they've invaded planet Earth and once again, Earth's scientists have managed to knock together a mega-powerful fighter to repel the evil forces. The trouble is, it's so complex that only one person in the world can pilot it, and - surprise, surprise - that lucky person is you. The world is depending on your blasting skills, so wheel out your space-suit one more time, and ready yourself for yet more xenomorph genocide.

This rather uninspiring story is merely an excuse for another vertically-scrolling shoot 'em up, with a selection of aliens to shoot and a variety of meaty weapons to shoot them with. Can you halt the advance of the alien fiends and then take the battle to the aliens' own homeworld? Well, here's your chance to find out.

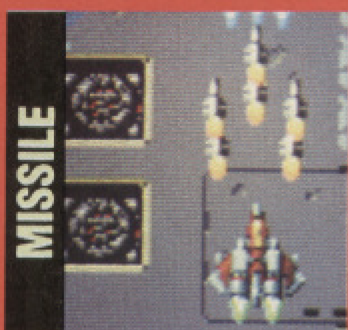
DUAL WEAPONRY

There are two main types of weapon in Raiden. You start the game with the basic cannon and a high-power laser. When certain enemy vehicles are shot down, they release a weapons pod, which changes colour from red to blue. When the pod is red, your cannon is given a wider shot spread (this can be powered up eight times), and when it's blue, it's replaced by the laser. This meaty piece of hardware can be powered up to a wide-beam mega-laser of doom. Also available are nuclear missiles, homing lasers and alien-melting smart bombs.


CANNON


HOMING

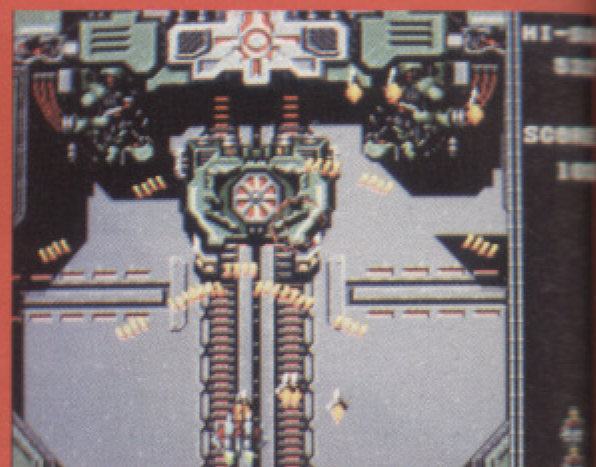

LASER

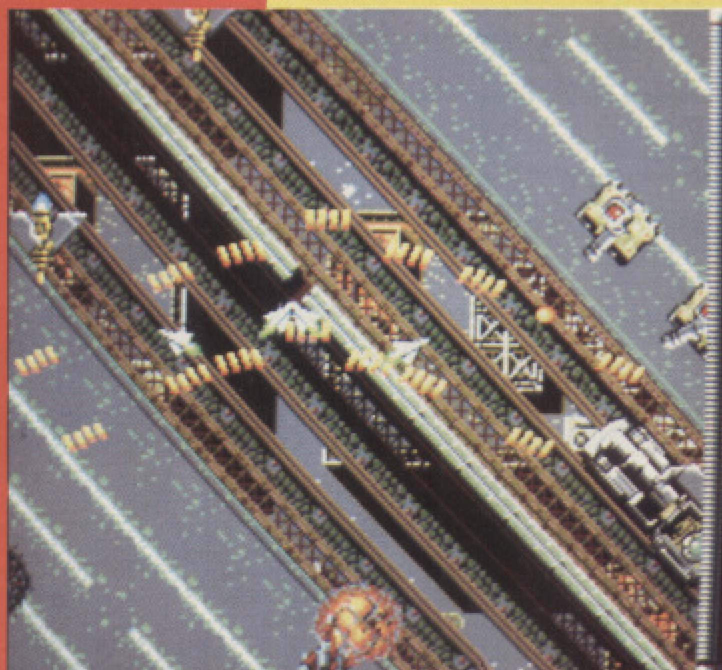

MISSILE

THE POWER-UP FAIRY

Like most other shoot 'em ups, the loss of a life in Raiden Trad results in the loss of all your special weapons. However, most other shoot 'em ups don't have a fairy godmother who appears at the point of your reincarnation to grant you a random selection of power-ups! This stops play becoming too frustrating, as you're not reduced to the ineffective single-shot cannon, meaning that it's still possible to make progress in the later levels.

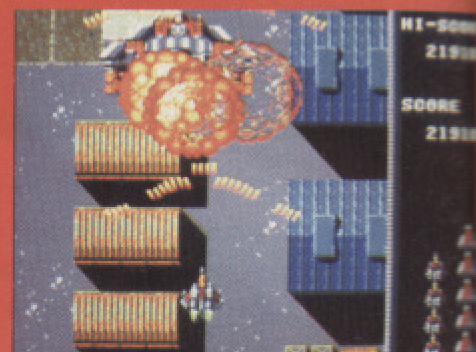






STAGE 2

The ruined metropolis is devoid of people. However, the aliens have taken over and are at this moment building highways for their military supply transports.



STAGE 4

The aliens have converted these ancient ruins into a super hi-tech base. Also, look out for an underground enemy base marked by a mysterious symbol...



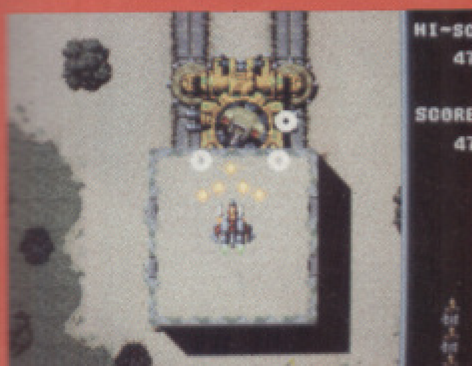


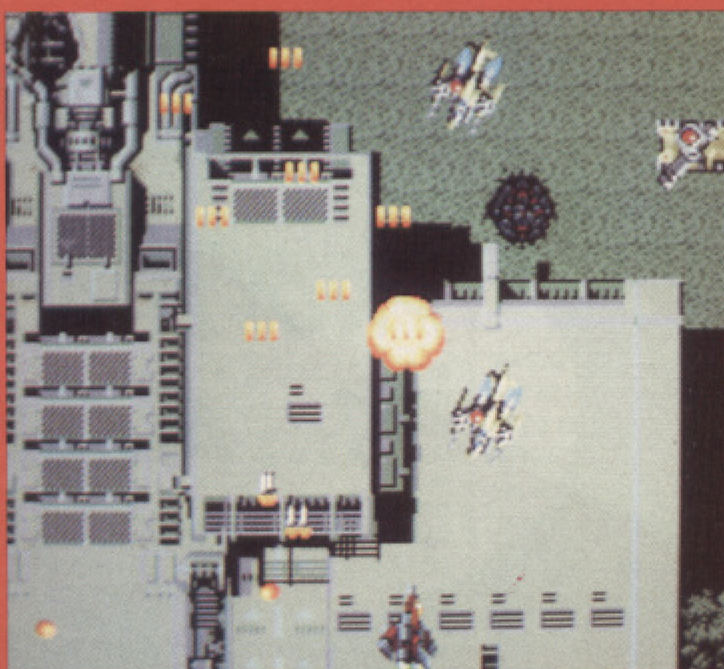


STAGE 1

People were enjoying these fine country-side scenes, until the war turned these fine fields into battlefields.



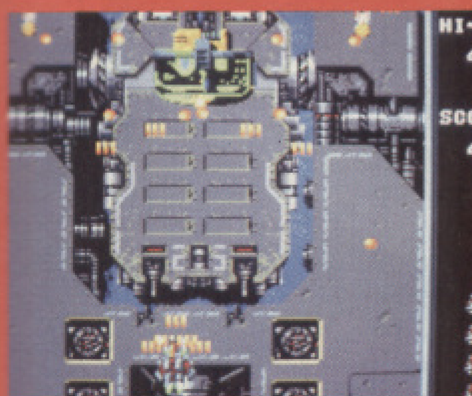




▲ *Two massive tanks are found at the end of level one. In order to succeed, just keep to the middle of the screen, at the bottom. Now just blast away!*

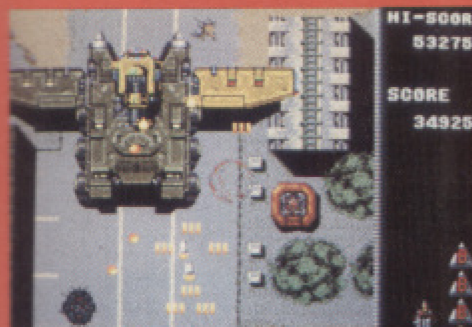
STAGE 3

An alien battle fortress infests our fine ocean. Destroy this and the aircraft carrier to inflict serious damage on the alien war machine.



STAGE 5

This enemy fortress is under construction at the front line of the battle. Neither offensive or defensive system are at full power. Destroy it now, at its weakest moment.



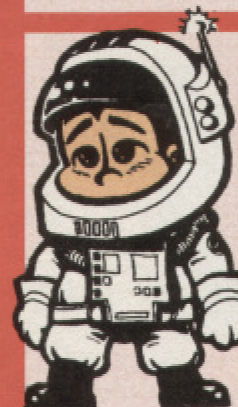
COMMENT



RAD

First impression of Raiden Trad are none too good. The sprites are poorly defined and lack variety, although the movement and scrolling is very smooth. However, once you get into the game, it's not at all bad. Shoot 'em ups are a very tired genre, but this game has a couple of features which raise it a few notches above the average blaster. The random power-ups dished out after the loss of a life make progression through the more difficult stages much less frustrating, and the wealth of power-ups provide great satisfaction in their wide-spread destruction. There aren't many good up-screen shooters, and whilst this isn't an essential purchase, it's one which bored shoot 'em up fans should definitely consider.

COMMENT

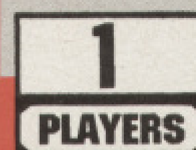


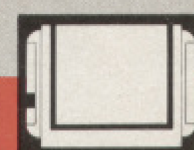
JULIAN

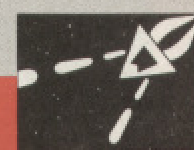
On the surface, Raiden Trad doesn't look like it's got anything to save it from sinking without trace into the sea of Megadrive shoot 'em ups. There are only two main weapons and two supplementary weapons, and the graphics and sound are hardly Earth-shattering. However, it does have two things going for it: playability and challenge. It's a pretty tough game, and the way the weapons work is neat - whizzing around with a fully-tooled weapon gives much mindless blasting entertainment. The last mystery level is absolutely rock, and it takes a lot of practice to get all the way through the game. If you haven't already had your fill of up-the-screen blasters, this is well worth checking out.



BY: MICRONET
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1-4
CONTINUES: 20
SKILL LEVELS: 3
RESPONSIVENESS: EXCELLENT







PRESENTATION 72%

Standard options, but little else. In-game presentation is reasonable.

GRAPHICS 76%

Blurry sprites, and not many different enemies. Good scrolling and movement, though.

SOUND 84%

Groovy theme tunes and plenty of solid blasting noises.

PLAYABILITY 87%

Fast and responsive, and great fun to play.

LASTABILITY 76%

Eight levels, plus a secret super-hard level at the end - plenty of lasting appeal there!

OVERALL 81%

A very playable shoot 'em up which is short on originality, but provides a solid and enjoyable challenge nonetheless.

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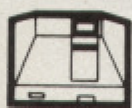
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REVIEW

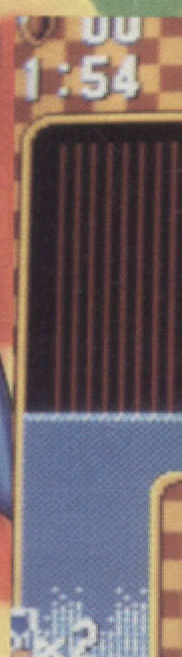
Eggman alert! In a deal that shocked environmentalists everywhere, vile Dr Eggman has bought up a load of land just so he can capture its small furry inhabitants, brainwash them and put them inside his rocket-powered Cyberfauna suits. With his army of armoured animals, Eggman plans to terrorise the people of the world until they relent and promise to pay him lots of money.

Sonic, being a speedy blighter, is the hedgehog that got away. Now, of course, he's resolved to free his forest buddies by doing over Eggman and he has to leg it through six hazardous zones, each made up of three scrolling areas.

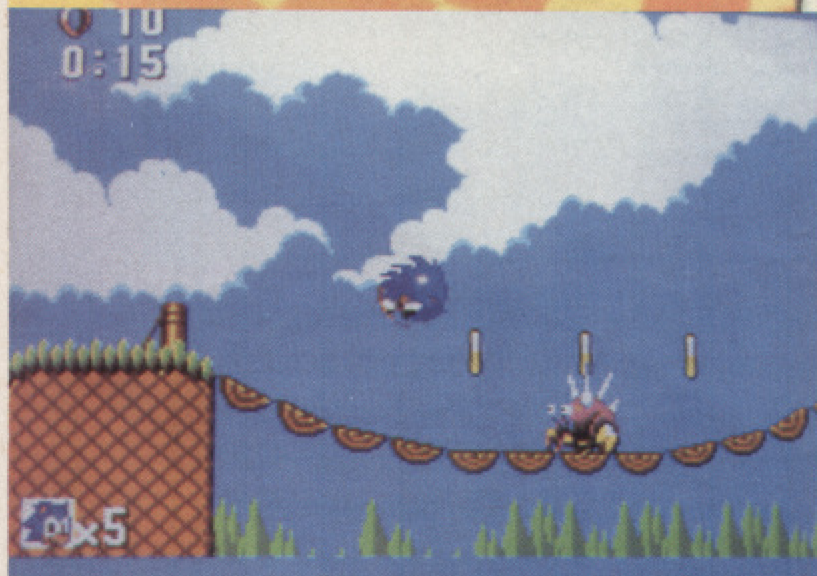
The landscape is packed with platform-type puzzles and terrifying terrain! Not only that - Eggman has dispatched his robot-like forces to destroy Sonic before he can catch up with him! Luckily, Sonic is a powerhouse of athletic ability, and he can protect himself by curling into a ball and somersaulting into any enemies, skewering them on his spines!

To protect him still further, Sonic has to collect the power rings which are scattered throughout the landscape. If he bumps into an enemy the rings will protect him, but the collision makes him drop all those he was carrying. If Sonic stays out of trouble, every ring he gets to the end of the level earns him 100 points, and if he has over 50, he is instantly warped to the weirdo bonus game!





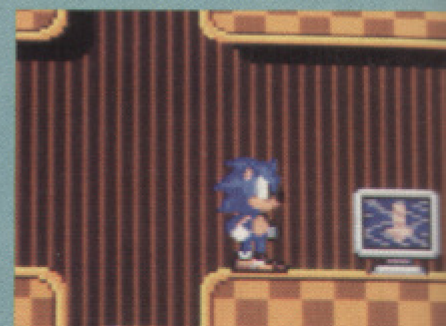




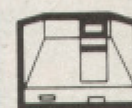
▲ *Sonic curls up into a prickly ball, ready to do battle or something.*

TELEVISUAL FUN

All manner of goodies are secreted around the levels of Sonic the Hedgehog - all of them contained in bizarre television-like containers. Look out for bonus rings, lives, shields and continues. Perhaps the most spectacular of all are the super-sonic trainers. Collect these and Sonic's top-speed seems to hit almost light speed velocity!

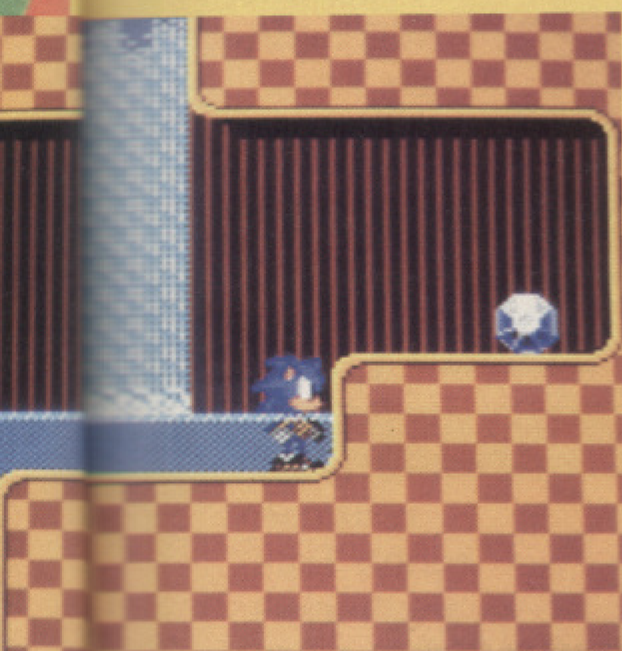


▲ *Sonic's about to collect a bonus.*



ONIC DGEHOG


Those springs come in handy for reaching some of the higher platforms.


An underground level greets Sonic.

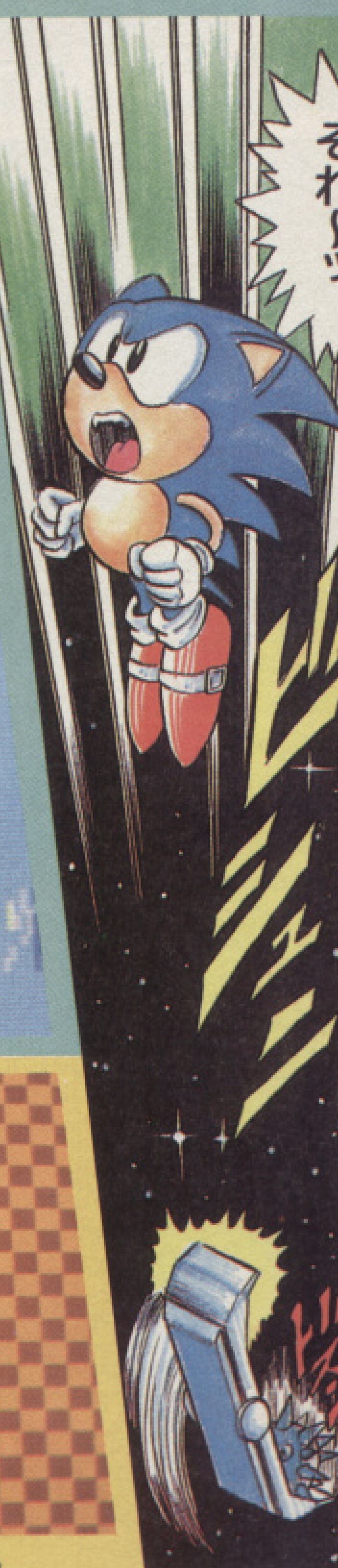
COMMENT


RICH

There's no denying it, Sonic certainly gives your brain an optical treat - the backdrops and sprites are truly exceptional. The speed of the game is another blinding aspect as Sonic zooms along at a lick that almost puts the Megadrive version to shame! The Megadrive version of Sonic suffered for two reasons. Firstly, it was rather easy to complete, and secondly, the gameplay was a tad simplistic. Unfortunately, the Master System programmers haven't tightened up either of these aspects. The easiness could be put down to the fact that there's little in the way of enemy sprites to accost the cute hedgehog on his travels. But still, it's very difficult not to notice Sonic's addictive qualities and polished action, so check this out when it hits the streets.

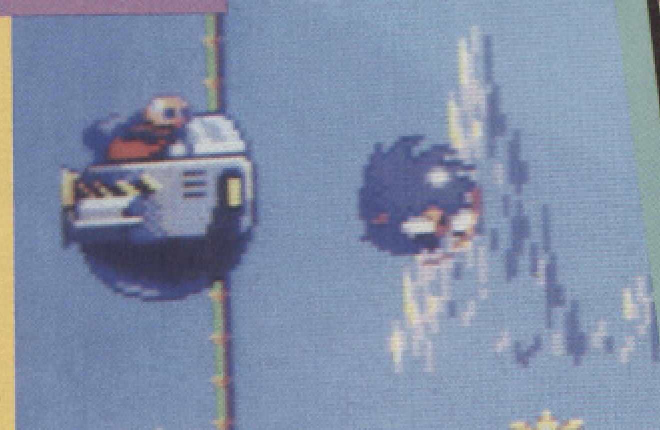
EGG ON YOUR FACE

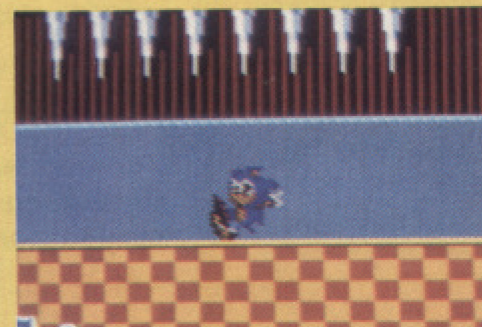
Dr Eggman arrives at the end of each level in his patented Egg manmobile, ready to kick Sonic's prickly behind. After each defeat, Egg man soups up his transport ready for the next confrontation with Sonic. At the end of level one, Eggman just tries to ram the prickly hero, but by level two he's mounted laser cannons onto his vehicle - yikes!

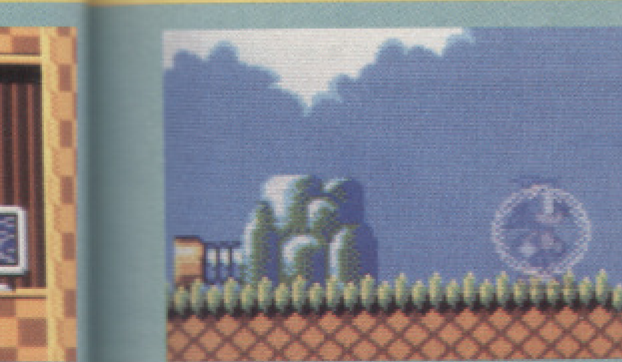



Sonic receives a nasty surprise.

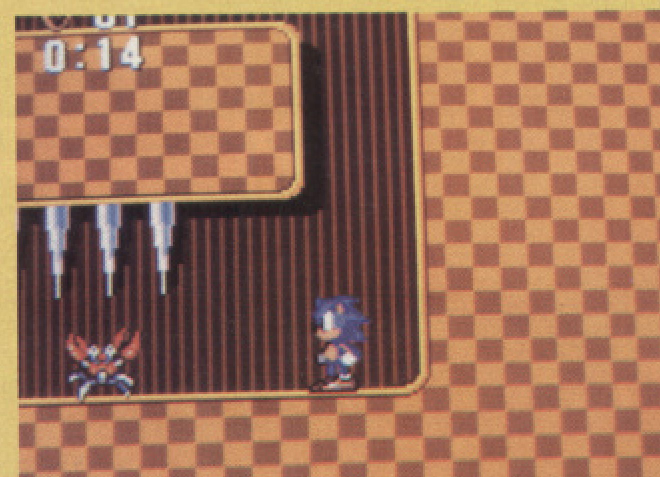

That spring hurtles Sonic back.

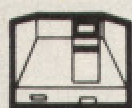


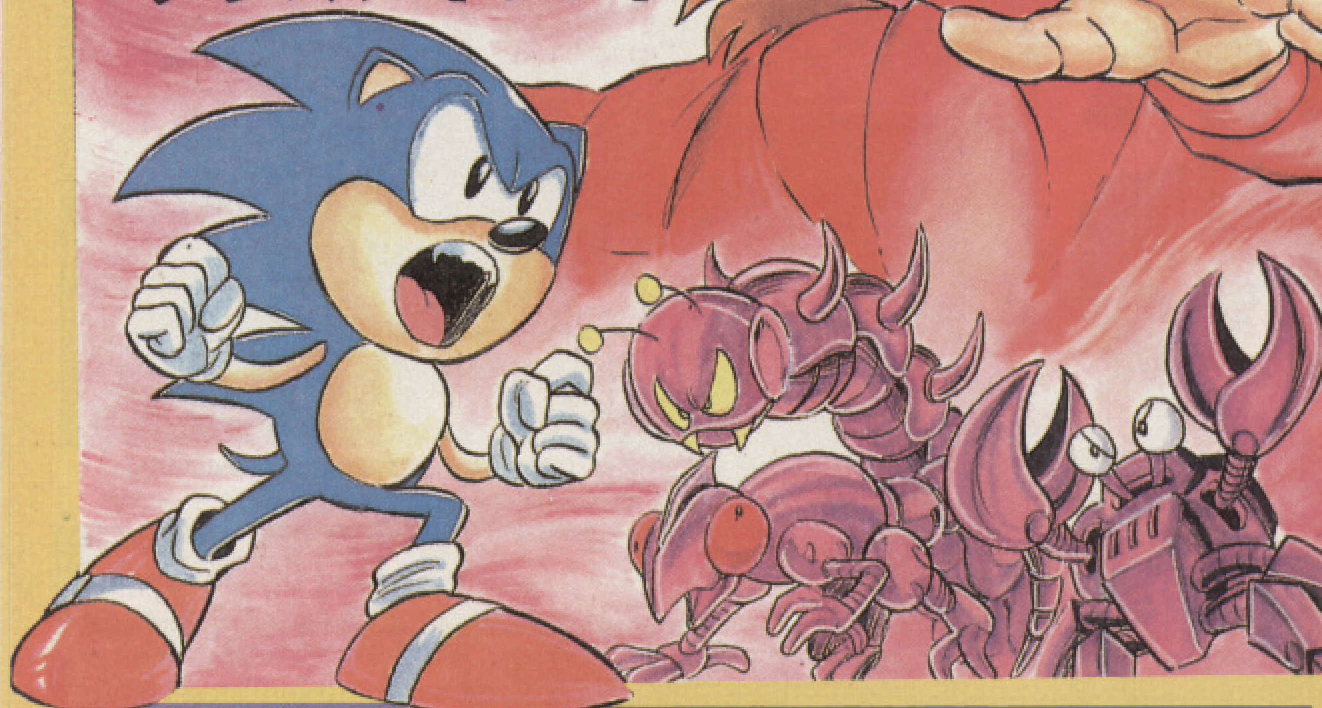



A shielded Sonic can absorb one hit.




Those spikes are deadly to the touch.

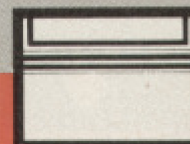






BY: SEGA
PRICE: £29.99
RELEASE DATE: NOVEMBER
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: BONUS
SKILL LEVELS: 1
RESPONSIVENESS: SUPER-SONIC!






COMMENT



JULIAN

They said it couldn't be done, but Sonic's arrived on the Master System and he looks just as good as he did in Megadrive form! With the benefit of a few tweaks, the Sega programmers have produced a Sonic game that looks superb, has the smoothest, fastest scrolling ever seen on this machine and is packed full of new features, including new screen layouts, brilliant bonus screens and more hidden items and bonuses than you can shake a spine at. My only gripe is that the game's too easy. It's also a fault of the Megadrive version, but it would have been nice to have a bit more challenge! Still, there's plenty to do in the game, and you constantly go back to it to see whether you missed anything and whether you can improve your score! Ask Santa to bring you a copy...

BONUS FRIVOLITY



In the Megadrive game, Sonic was sent into a massive spinning maze, where he earned an extra continue. In the 8-bit game the coveted prize remains the same, but the bonus game is set inside a pinball-esque chamber, with the spiny one being sent spanging around an eight-way scrolling environment in search of that elusive continue icon!



▲ *Complete a level and Sonic's cute chums are released! Hurrah!*

THE MEGADRIVE FACTOR

Sonic certainly wowed the punters on the Megadrive when it was released this summer, going on to become one of the top-selling Megadrive games of all time! This Master System version is graphically similar, with excellent renditions of the 16-bit graphics - and a stunning main sprite!

PRESENTATION 71%

No options to tweak or anything, and only one decent attract screen.

GRAPHICS 95%

Excellent! Stunning sprites and gorgeous backdrops - some of the best seen on the Master System.

SOUND 79%

The Sonic theme tunes grate after a while...

PLAYABILITY 94%

Sonic's easy to get into, with plenty of exciting platform action.

LASTABILITY 85%

It doesn't take ages to complete this super-sonic platform romp, but it's so much fun you just keep on going back!

OVERALL 90%

A superb platform game for the Master System, that's just as much fun as its Megadrive counterpart.

Defender of the Crown

The year is 1149, and following the untimely death of the monarch, England has been cast into a titanic struggle for kingship. You are one of the six knights vying for the empty throne, using all your skills of leadership, jousting and swordplay to gain an advantage over your rivals.

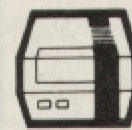
You and your loyal army raid castles, conduct sieges, invade territories and hold tournaments in the hope of bringing about the fall of your enemies. First, you must raise an army, buy catapults and master the strategies required to successfully conquer lands, whilst defending your own. You have another advantage in the guise of Robin Hood, who comes to your aid up to three times per game, usually by using his cunning skills in reducing the amount of enemies you face in one given confrontation.

To win the game and become King (or Queen if you're Gary), you also plan attack strategies and command your troops in the heat of battle. But be warned, only the best will claim the crown.

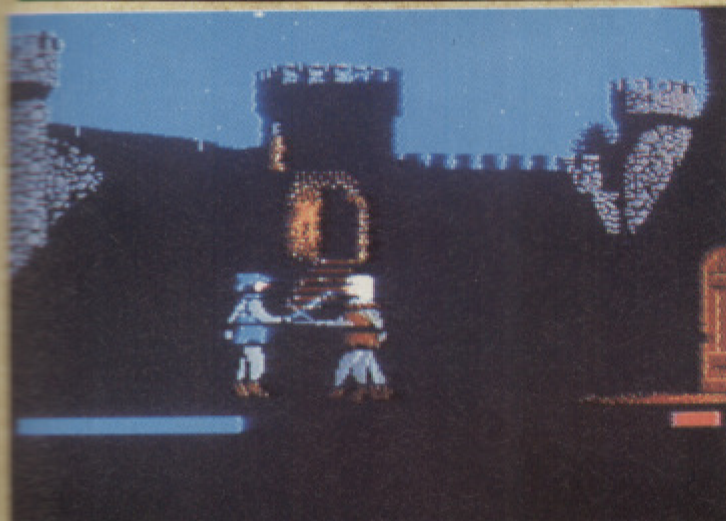
CONQUEST AHOY!

Mass combat is the most important aspect of Defender of the Crown. First, buy your troops - you choose from regular foot soldiers, or fabbo knights, (costing eight times as much)! Choosing a territory to invade is your next task. After a quick march around the country, your troops reach the castle walls, where they bring out their catapults in order to gain entrance. The greater the damage your war engine causes, the easier the final battle with the remaining guards!





PILLAGE A VILLAGE



Raiding your opponents' castles is easy. It's just a matter of strolling in and killing every guard in the place single-handedly, with a dazzling display of swordplay. If you recruit Robin Hood to help you, the matter is made even simpler, as he disposes of some of the guards for you.

COMMENT



JULIAN

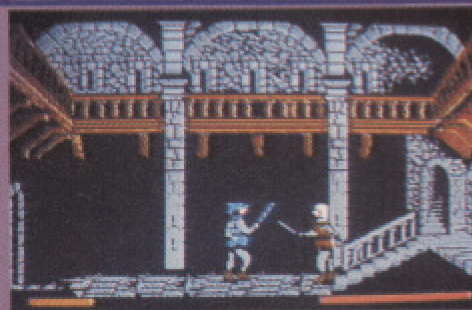
While Defender of the Crown is quite good fun to play, you leave it wanting more. The arcade-style screens are neat and the strategy part is simple enough to let a facts 'n' figures dumbo like me enjoy it without getting bogged down, but there's just not enough to keep you entertained. The game is fairly challenging, but again, not really enough to make it good value for money. With the benefit of some additions like extra arcade sequences and a more complex strategy element, this could have been really good. As it stands, it's a fairly enjoyable, but ultimately unsatisfying game.

▲ *Swish! Chop! Ooh, mind my new blouse, you beast.*



HELP ME, WILL ROBINSON

Every so often, the opportunity to rescue a distressed damsel arises. Accomplishing this task reaps double rewards. Firstly, you receive financial benefit from the pleased parents, and also a gain in leadership as your subjects are more likely to obey your commands now you're hitched to a foxy (and influential) chick!



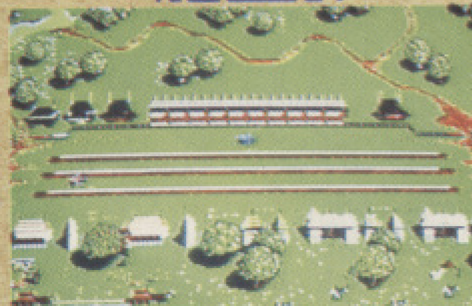
COMMENT



RAD

Defender of the Crown was one of Cinemaware's early releases, and although it was graphically spectacular, the playability was somewhat lacking. I'm sorry to say that little has been done to rectify this problem. Although the basic premise of the game is a good one, the realisation is disappointing. It's as if Cinemaware were never sure whether to put the emphasis on arcade skills or strategy. As a result, the arcade sections are slow and have too few moves, and the strategy element is too simplistic and random. Overall, a good idea, but badly executed and rounded off with dull graphics and sound.

HAVE AT THEE VARLET!

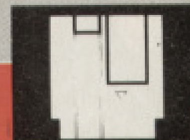


Holding a tournament is a good way to make a quick bit of cash. All you have to do is joust against and defeat three opponents, then beat them all about with your mace, and hey presto, dosh aplenty!

Defender of the Crown

BY: PALCOM
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: POOR







PRESENTATION 69%
Great, with plenty of intermissions and static presentation screens.

GRAPHICS 64%
Generally average, with reasonable sprites and mediocre backgrounds.

SOUND 67%
Uninspiring tunes and effects.

PLAYABILITY 62%
The simplistic nature of the game makes it easy to get into...

LASTABILITY 51%
...and that's the problem. There just isn't enough to keep you entertained for long.

OVERALL 59%
An interesting and original cartridge which sadly doesn't offer enough to make it worthwhile.



GOLDEN

A new terror has arisen to threaten the peaceful kingdom once protected by the three warriors Gilius Thunderhead, Ax Battler and Tyris Flare. The maniacal Dark Guld and his legions of doom are advancing to conquer the land and destroy its inhabitants. All looks grim for the world until the heroes come out of retirement and agree to once more risk their lives, defeat the new evil and make the world a safer place.

Like its predecessor, Golden Axe II is a horizontally scrolling beat 'em up, boasting exciting moves, such as the rear somersault slash, new improved magic and a host of monstrous new opponents to slay. The action is spread over six levels, with an awesome guardian at the end of each.

Can you (and a friend if you choose to battle simultaneously) beat the baddies and save the day?

HERO PROFILES

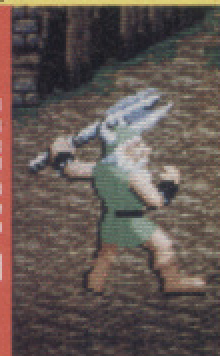
AMAZON





The Amazon Tyris Flare is fantastic when it comes to utilizing her Fire magic, even going to the extent of summoning a huge dragon, which makes her useful when up against guardians, although her swordplay is poor.

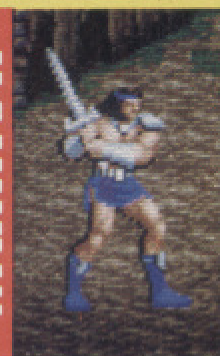
DWARF





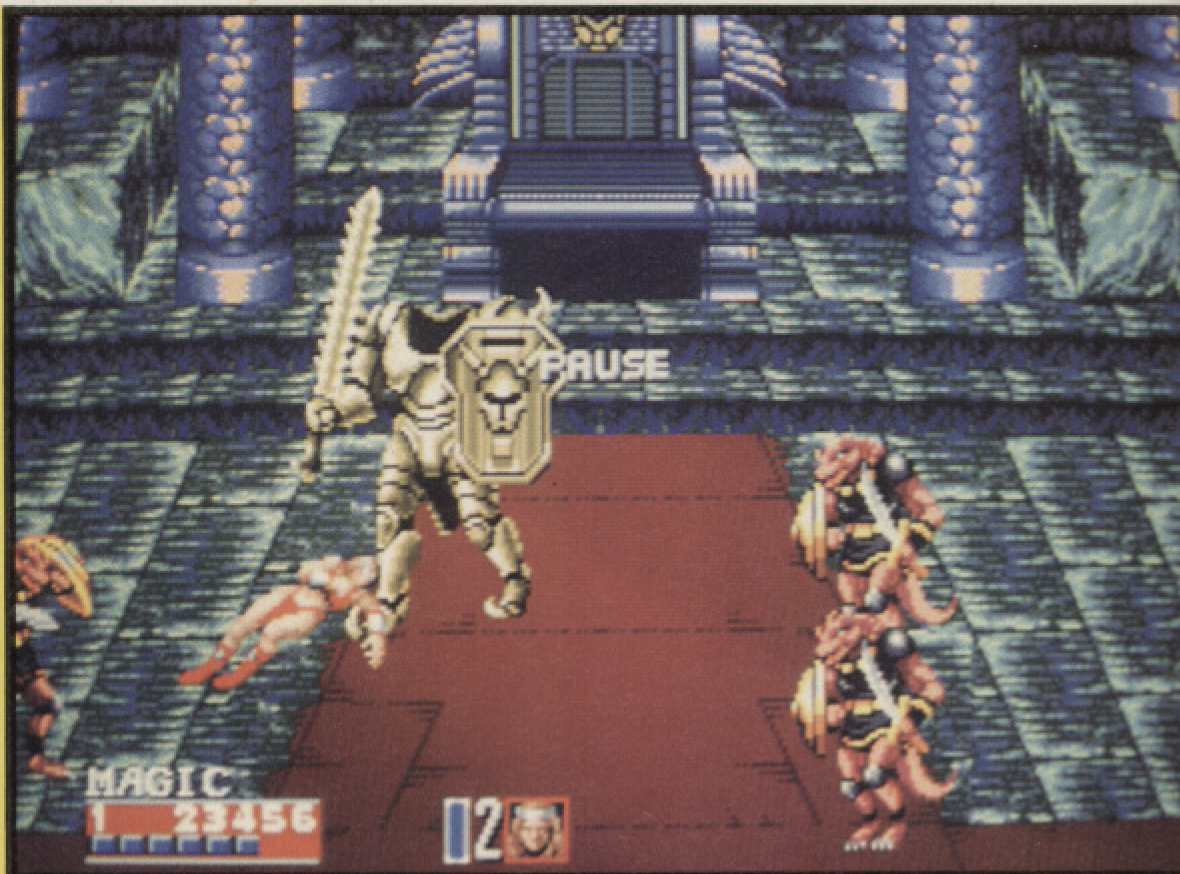
Gilius Thunderhead is the swarthy dwarf with the enormous chopper. His axe skills mean that he makes short work of most enemies, although when it comes to magic, his Earth powers just can't cut the mustard.

WARRIOR



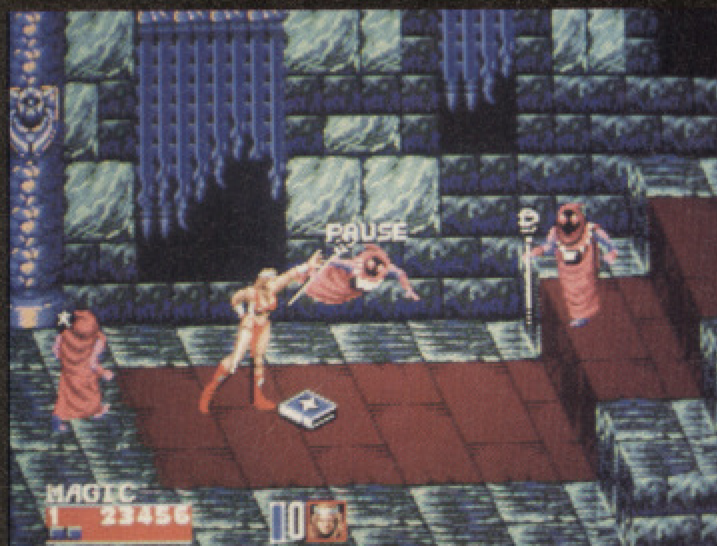


This muscle-bound Barbarian warrior goes under the civillised name of Ax Battler. He's just as nifty with his Hurricane magic as he is with his huge longsword, which makes him the best all-round choice.



NOW THAT'S MAGIC!

The characters from Golden Axe have obviously been practicing their magic since their first adventure. This means that even level one magic is far more impressive. Good job too, because the benevolent pixies from the original game have disappeared, and been replaced by evil magicians who require a sound thrashing before they give up their prized magical books!

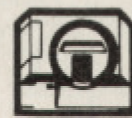


▲ *Mug these magic wizards and pinch their power-boosting books! Watch out though - they fight back!*





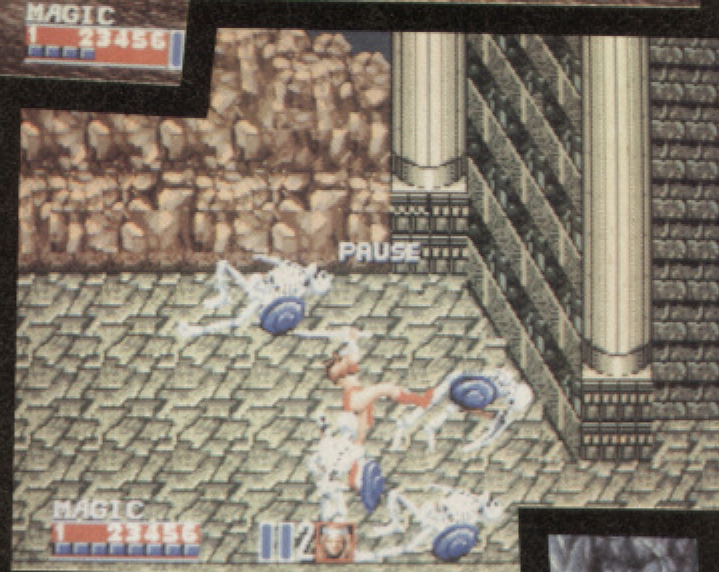




AXE II









MONSTROUS MALARKEY

Death Adder's minions were positively cheerful when compared with the thralls of Dark Guld. Amongst his terrifying horde are trolls, warriors with razors for hands, minotaurs, headless knights and lizard men. These monstrosities arrive in copious quantities and most require repeated doses of sword action before buying the farm and pushing up daisies.





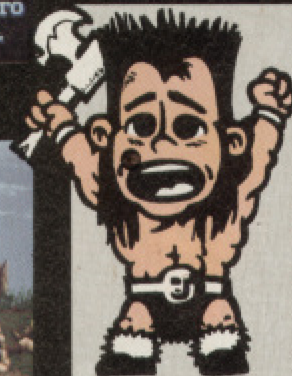


▲ *Tyris Flare is a mean fighting machine! These are just two of her attack moves!*



▲ *Just like the original, two player action is all part of the new Golden Axe package. One-on-one duel modes are also included.*

COMMENT



JULIAN

As a big fan of the original, I can only express my disappointment at this sequel. All the programmers have done is altered the graphics, changed the magic spells and given each player a new special move (none of which are any good). Otherwise it's exactly the same as the original. The gameplay's basically identical, the dinosaurs are all very similar, the music is worse, the baddies are killed using exactly the same tactics, the map layouts are surprisingly similar, and, to cap it all, it's not even as challenging as the original - I finished it on my first go! If you already own Golden Axe, Golden Axe II simply doesn't offer enough challenge or new features to be worth buying, and if you don't, buy the original game instead - it's far more fun.



REVIEW

DINKY DINOS

Those dinosaurs are back, and this time they've brought some of their mates. The original fire-breathing dinos are gone, but they're replaced by some new breeds, such as the double tail whipper, which flails its appendage in all directions in the hope of catching two enemies unawares, and a new flame-breather which projects a line of fire straight in front of its face















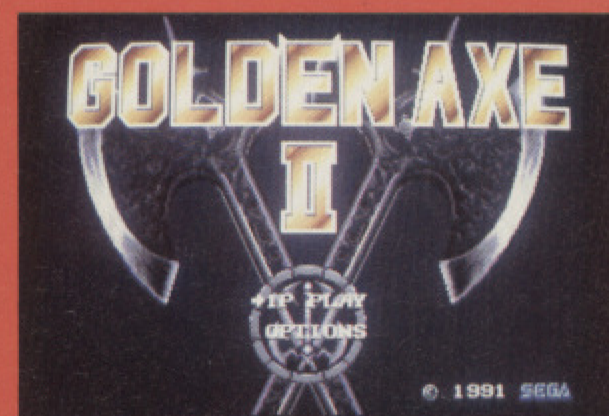


COMMENT

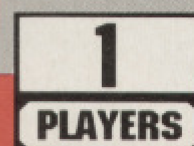


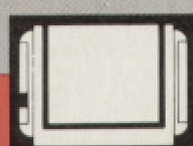
Despite all the improvements made in Golden Axe II, it somehow isn't as enjoyable as the original. For one thing it lacks atmosphere, there's no real sense of involvement. The graphics are a mixed bag, really, with some excellent sprites but some surprisingly poor backgrounds. The sound is also disappointing, with few decent effects and weedy tunes accompanying the action. If you haven't got the original, I suppose Golden Axe II might be a worthwhile purchase. But to be honest, the original game is of a more consistent quality, is more challenging and is ultimately a lot more fun.

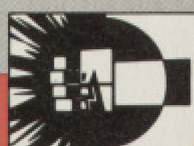
RAD



BY: SEGA
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD







PRESENTATION 87%

Choice of characters, controls and levels. Impressive attract screens and animated storyline.

GRAPHICS 77%

Great sprites and magic, but some pitiful backgrounds.

SOUND 67%

None too good. Weak effects and plain tunes don't help enhance the atmosphere.

PLAYABILITY 75%

Golden Axe fans will find this very easy to get into - in fact too easy!

LASTABILITY 56%

It's not very challenging, and even Golden Axe novices should be able to get all the way through it within a few sessions.

OVERALL 69%

A disappointing sequel which lacks new ideas and challenge, and is just too similar to the original to be really worthwhile.

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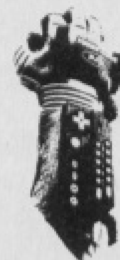
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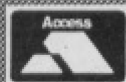
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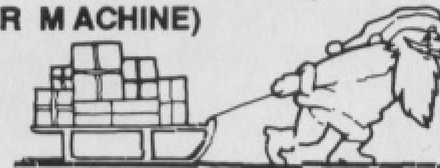
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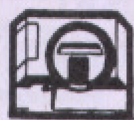
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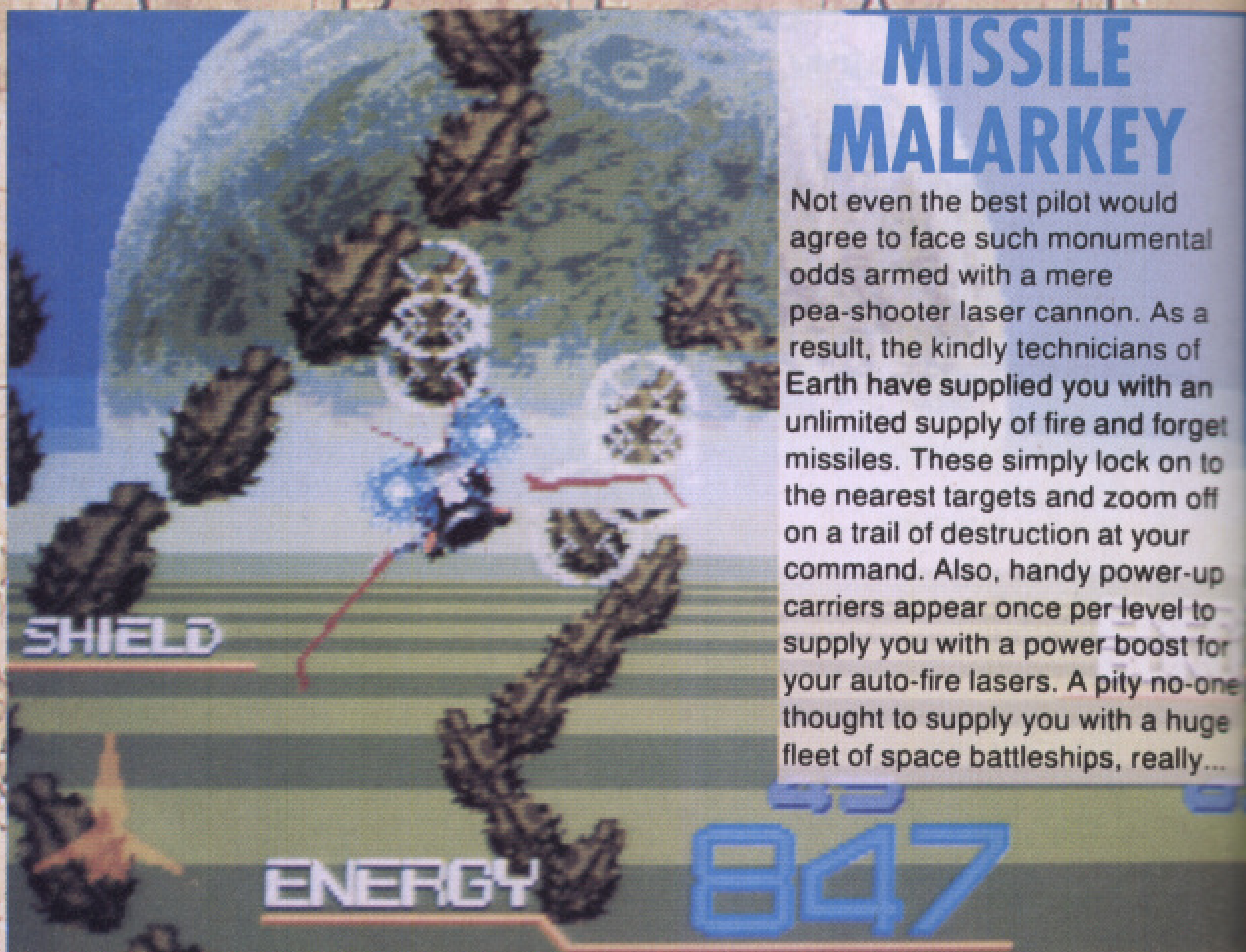


GALAXY FORCE 2

Those evil aliens just will not stop. They always seem to think that they can get away with taking over planets that have been conquered fairly and squarely by Earth. So, just to teach them a lesson, the wily Earth armed forces are going to send out another barely-armed single-man fighter to destroy the entire alien operation.

Being a bit of a thickie, you have, of course, volunteered to take on this highly dangerous mission against a massed enemy of a far greater technological level than yourself, to defend inhospitable planets which conspire against you with a variety of lethal natural hazards.

Galaxy Force II is yet another in a long line of shoot 'em ups on the Megadrive. This time, the action is viewed in 3D from behind the craft, Afterburner style, and the player zooms around five different planets destroying the alien stronghold on each one. This involves flying low over the planet surface blowing up all and sundry, then flying through a tunnel to reach the nerve centre of that particular planet. Destroy that, and it's onto the next planet for more death, destruction and devastation hi-jinks and frolics.

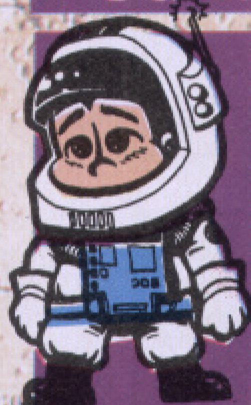


▲ *These stony insects attempt to bar your path.*

MISSILE MALARKEY

Not even the best pilot would agree to face such monumental odds armed with a mere pea-shooter laser cannon. As a result, the kindly technicians of Earth have supplied you with an unlimited supply of fire and forget missiles. These simply lock on to the nearest targets and zoom off on a trail of destruction at your command. Also, handy power-up carriers appear once per level to supply you with a power boost for your auto-fire lasers. A pity no-one thought to supply you with a huge fleet of space battleships, really...

COMMENT



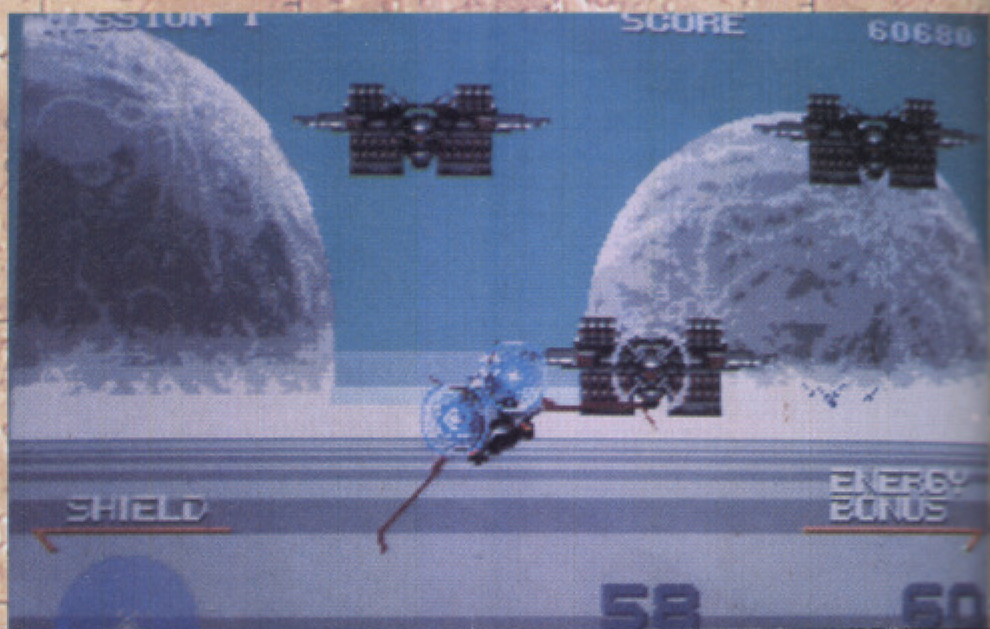
JULIAN

After the high quality 3D graphics of Space Harrier II and Afterburner, I thought this would be a knockout. Sadly, it's not. The still screenshots look impressive, but playing the game soon reveals its flaws. The 3D effect is jerky and unrealistic, the tunnel sequence is absolutely pathetic (just a naff series of concentric squares) and the controls are sluggish. Not only that, the game's not particularly challenging and since the five levels are all pretty short, it doesn't take long to go all the way through the game. Even the biggest Galaxy Force fans will be disappointed by this conversion.

PROTECTIVE SHEATHS

To prevent your spacecraft from suffering too early a demise, it is supplied with some energy deflection shields. These stop enemy fire and minor collisions for a while, but take too many hits and they're history. This means that every impact directly affects your energy, giving you less time to complete the level!

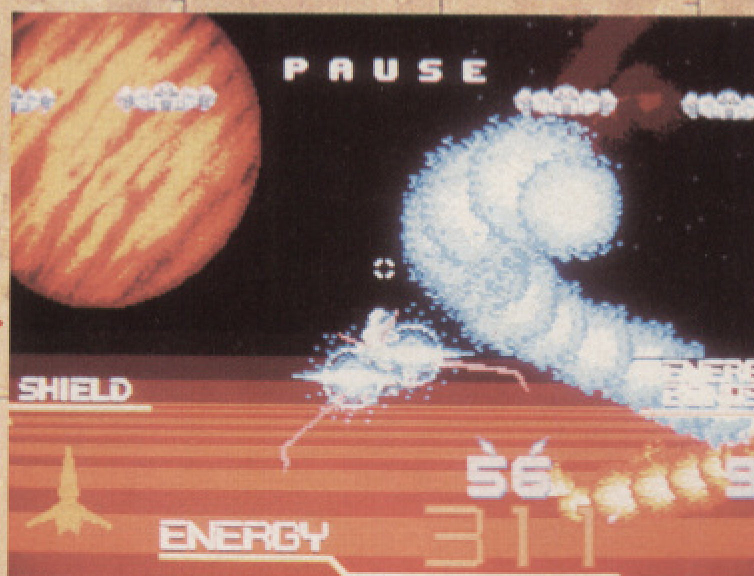






THANKS TO...

Thanks to Console Concepts for supplying us with a review copy of this game. If you want more information, call them on 0782 712759.



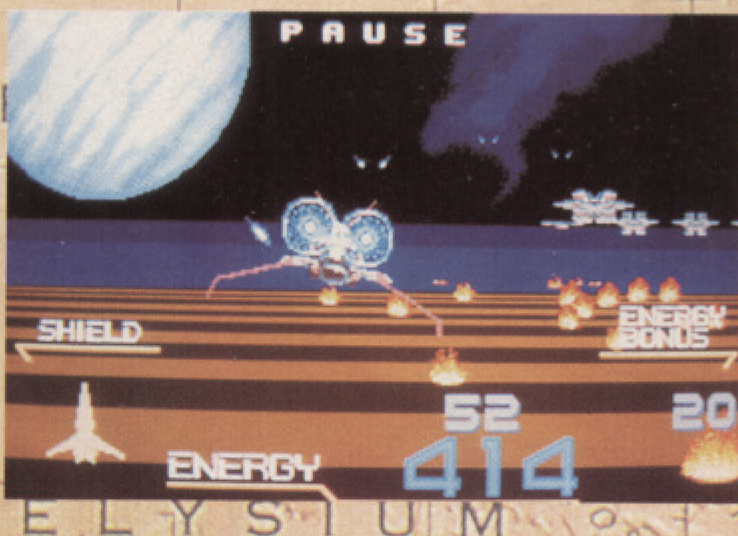
Avoiding these energy flares of doom

COMMENT

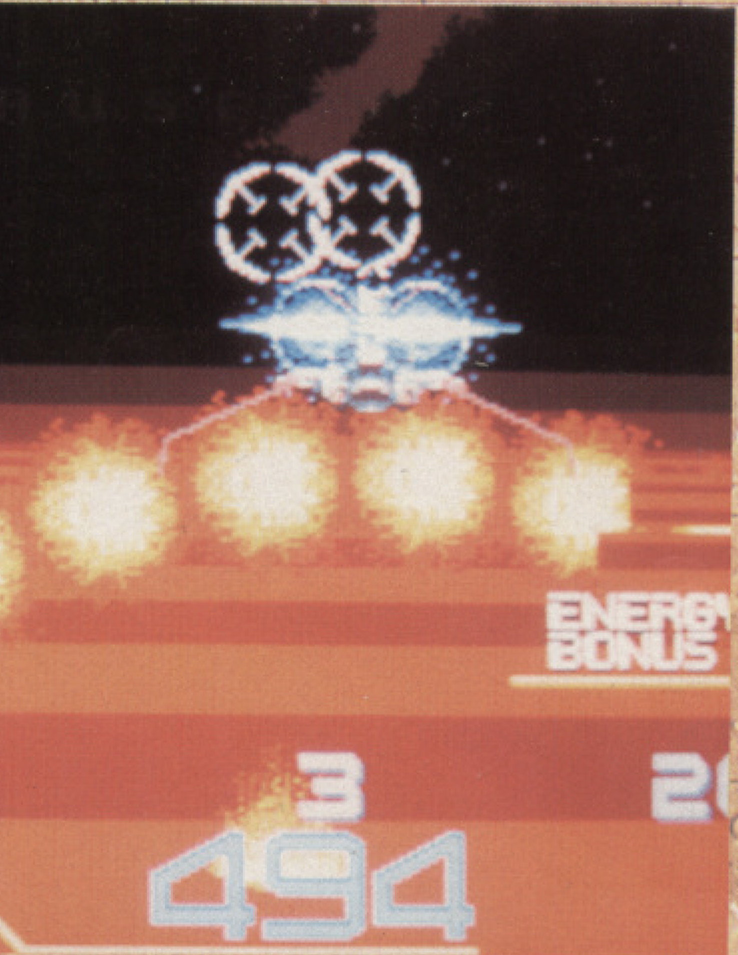


RAD

The Master System conversion of Galaxy Force was a miracle considering the limitations of that machine. So the Megadrive version must be fab, right? Well, no actually. Galaxy Force II is a lame effort, with all the speed and playability of something slow and boring. The sprites aren't so bad, but the animation is lacklustre and jerky. The real fault, however, is the unresponsive controls. The ship seems to jerk and hop its way around the screen entirely of its own accord, making the game frustrating, and the dodgy collision detection doesn't add to the game's lasting appeal either. If you want a 3D shoot 'em up for your Megadrive, get Afterburner II or even Space Harrier, but I'd avoid this disappointing release.







ENERGY EDIFICATION

The energy supply of the Galaxy Force ship constantly runs down with the passage of time, so it's fortunate that you have control over the speed at which your craft is travelling, making it much easier to beat the deadline for each level and rake in time-related bonus points.

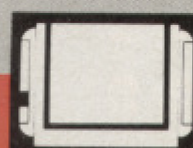


BY: CRI

PRICE: £40.00

RELEASE DATE: NOW
GAME DIFFICULTY: EASY
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: POOR






PRESENTATION 68%

Comprehensive options and nice stage select screen.

GRAPHICS 72%

Looks great when it's still, but everything moves slowly and jerkily.

SOUND 59%

Crummy sound effects and a few weedy tunes which don't add to the atmosphere.

PLAYABILITY 67%

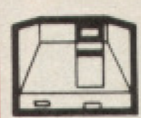
The sluggish controls and poor visuals result in immediate apathy...

LASTABILITY 51%

... and the five short levels don't take very long to complete. After that you won't want to come back.

OVERALL 59%

A disappointing conversion let down by poor graphics, sluggish gameplay and lack of challenge.



SUPER INVA

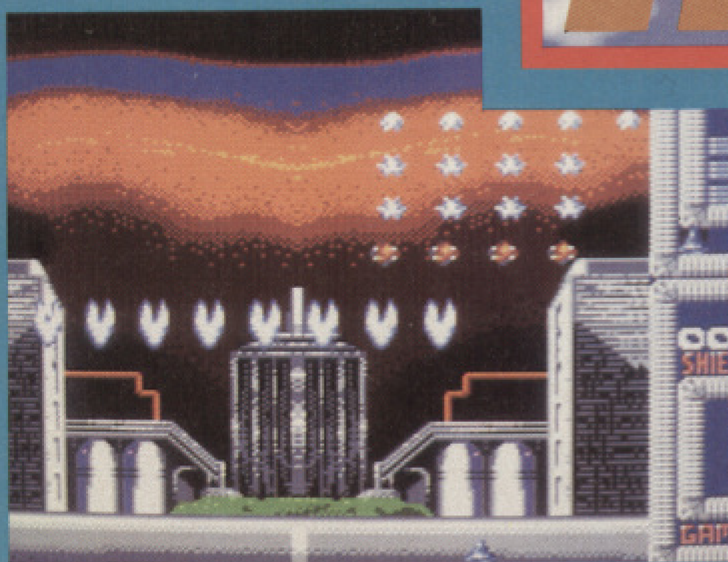
Determined not to be outdone by the hordes of new upstarts, those Space Invaders are back for a second go at conquering planet Earth. What's more, they've taken a few tips from their present-day counterparts and have not only learnt to vary their attack patterns, but they've also brought along some huge end-of-level guardians to stop any would-be defenders like you dead in their tracks.

Super Space Invaders is, as you may have guessed, a beefed-up version of the classic 1978 Taito coin-op, Space Invaders. This time it features scrolling playfields, extra weapons, boss aliens, secret levels and all manner of other new, improved formula-related shenanigans. The object of the game for anyone who's been asleep for the past thirteen years is simply to stop the aliens landing at the bottom of the screen. If you can manage this for thirty-six screens, the invaders are repelled forever and you are the hero of the galaxy. If not, this could be the end of civilisation as we know it.

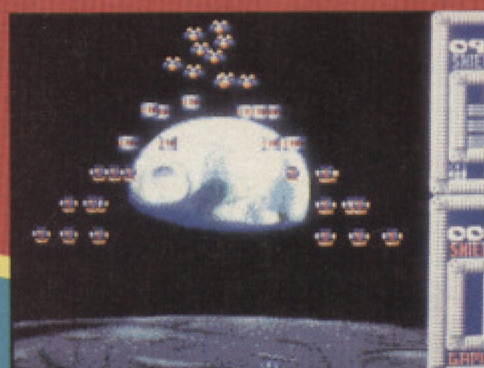




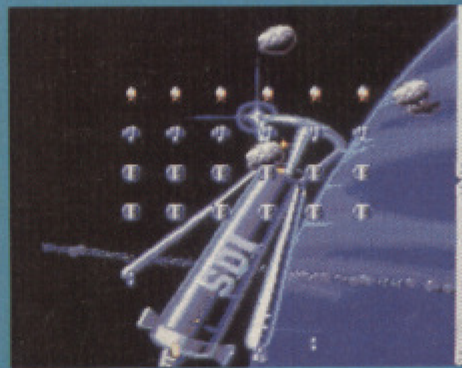
PWETTY FLOWERS

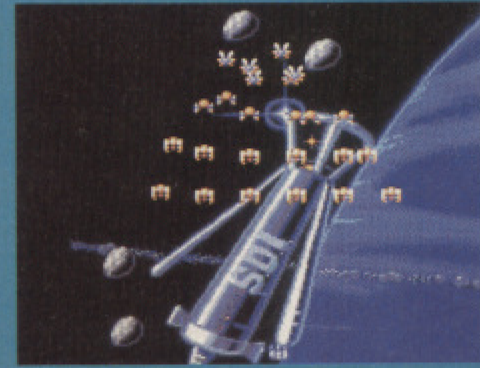


Being today's sort of shoot 'em up, Super Space Invaders has plenty of extra weapons with which to knock the enemy senseless. These weapons are contained inside the bonus motherships which traverse the top of the screen. The spectacular array of greebo-crunching tackle available includes Fire Flowers, a sort of smart bomb which destroys most of the meanies on that level, Hyper Lasers, which destroy an entire horizontal row of alien scum and Buster Lasers, which smash up the screen, obliterating any traces of alien scum in its path.



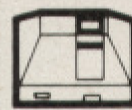






SPACE INVADERS

SEGA REVIEW



COMMENT



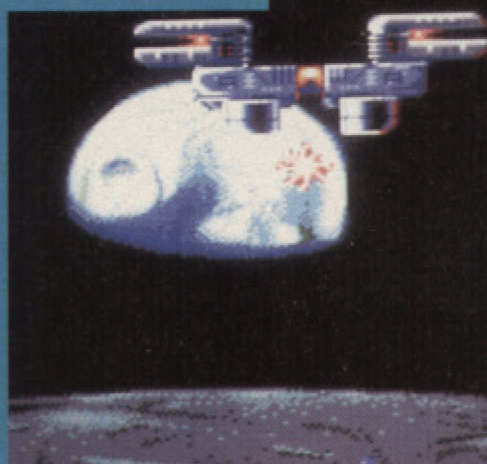
RAD

The Master System isn't exactly famous for having a surfeit of shoot 'em ups, so does this one fill the gap? Well, if you like Space Invaders, yes. The graphics are really good, including some especially nice backdrops, the sound is none too horrendous either and there are plenty of options, including the great two-player mode. Still, however you disguise it, it's Space Invaders. The game is good fun for a while, but I'm a little doubtful as to it's lastability, as it all gets a bit repetitive, despite all the new formations and weapons.

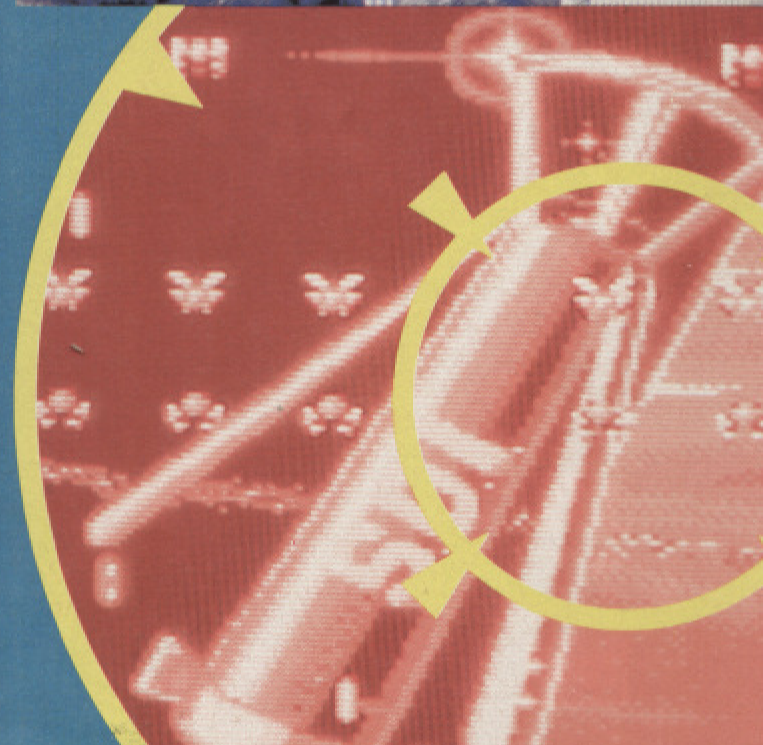




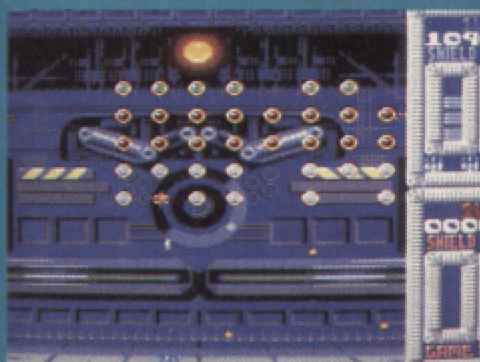
ONE MEAN MUTHA

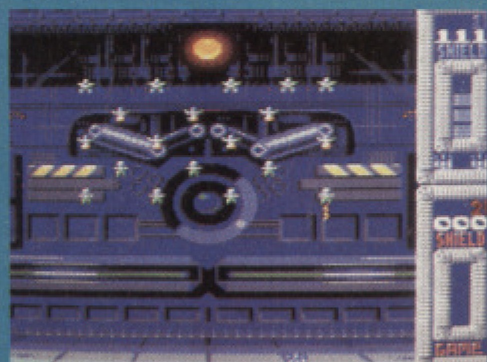






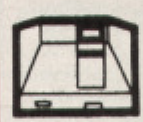
Motherships in Super Space Invaders aren't restricted to the spaz efforts that flew across the top of the screen without firing in the original game. Oh no, these motherships are also bona fide boss guardians, intent on your annihilation! Amongst these terrifying examples of hardware are a Split Saucer which, as its name suggests, splits into two sections for greater shooting effectiveness, Star Ships, which, as well as launching missiles, whirl a spinning star-shaped plasma bolt at you, and a huge flying saucer loaded up with laser-bearing tentacles of doom!





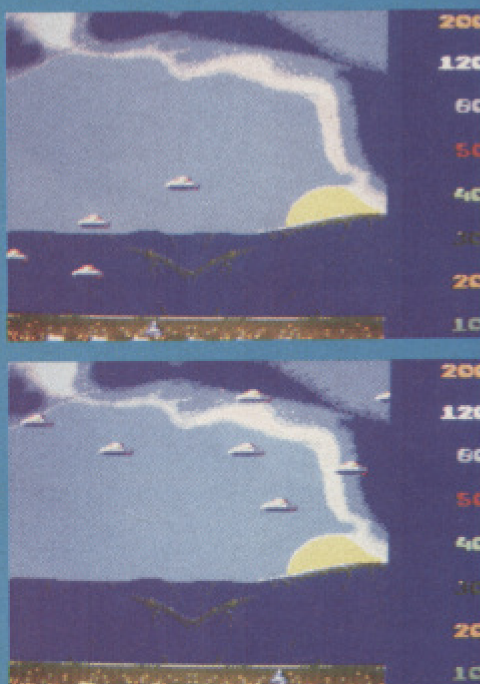






DON'T HAVE A COW

At the end of every third level, a bonus sub-game appears. It goes by the game of Cattle Mutilation, and it concerns your efforts to prevent the kidnapping of all the Earth's cattle. The bottom of the screen is littered with cows, and as each one is caught in an alien tractor beam, it struggles to escape, alerting you to its plight. The more cows saved, the higher your bonus at the end of the game. Little do the aliens know it takes more than a tractor beam to stop Burger King!

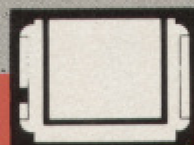
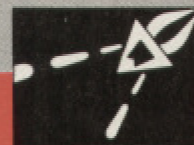




BY: DOMARK
PRICE: £29.99

RELEASE DATE: DECEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD



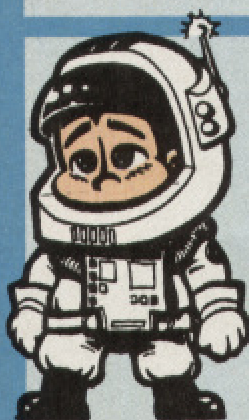


BUNKER OFF

Fans of the original Space Invaders may be dismayed to see the disappearance of every alien crushers' friend - the bunker! Don't be too alarmed, however, as these are more than adequately replaced by the simultaneous two-player mode, which allows a friend to join the action with no increase in the alien hordes! This does have its down side however, as it means endless fights over special weapons, bonuses, cows...



COMMENT



JULIAN

Unlike Rad, I really got into this rave from the grave. The graphics are very nice, there are plenty of new features (including some great end-of-level baddies) and the game is fun and varied enough to keep you blasting. The cattle mutilation screen is a real laugh and if you're skillful you can rack up a whole heap of bonus points. The only problem I found is that the game doesn't get tough enough - it's not a complete pushover, but a bit more challenge on the top difficulty setting and on later levels would have helped give it more lasting appeal. Still, Super Space Invaders is a simple, but entertaining blast and with the extra appeal of the simultaneous two-player action is a must-see for Master System shooting fans.



PRESENTATION 83%

Well presented, with quite a few options and impressive opening screens.

GRAPHICS 80%

Good throughout. Well-drawn sprites, impressive weapon effects and brilliant backgrounds.

SOUND 79%

Inoffensive tunes and a few good effects.

PLAYABILITY 85%

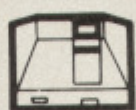
Dead easy to get into and fun to play.

LASTABILITY 79%

It gets tricky later on, but never hard enough to really tax the skills of a true blasting fanatic.

OVERALL 82%

An excellent shoot 'em up which is slightly marred by the fact that it doesn't get tough enough on later screens.



REVIEW

OutRun Europa™

Life as a secret agent usually involves dangerous assignments in sunny countries, ending up in bed with some exotic, curvaceous female(s). In your spare time you usually infiltrate some big crime lord's castle/apartment/undersea base, crack his safe and take photographs of his secret plans with your mini spy-o-matic camera, before escaping in your 202 mph Ferrari F40.

However, in the deadly assignment dramatically dubbed "Outrun Europa", things have gone drastically wrong. The endless supply of ready 'n' willing women has suddenly dried up and your Ferrari's been purloined by the evil crime lord who wants his secret plans back (and doesn't mind getting a limited edition Ferrari into the bargain).

Now it's your job to grab the nearest form of transport possible and begin a trans-European road chase to catch up with the thieves behind the wheel of your Ferrari. Once the car and the plans are safely re-appropriated, it's time to head towards Secret Service HQ and successfully complete the mission. To help you in your escapades, you're able to make good use of the in-built weaponry featured in each mode of transport (even the jetski in this game has an in-built rocket launcher!). Aiding your mission still further are the extra shields and fuel canisters dotted around the landscape. Simply by running over these, the goodies are collected.

However, things aren't looking good. The crime boss has massed together all the crim-driven vehicles he can, and he's sent them all chugging along in your general direction. Suffice to say that giving your monkey ass a good dusting is top of their list of priorities!

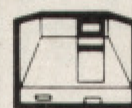


▲ *It's Jetski time! Watch out though, danger is close at hand!*

THE HISTORY OF...

Outrun Europa was originally planned to be US Gold's home-grown sequel to their massively successful conversion of Sega's Outrun coin-op. However, the company had to think again when Sega released Turbo Outrun - because it was almost exactly the same game! Literally years later, US Gold dug up the Europa name, added in all of the different vehicles and locations and created the game you see before you. Marvellous!







HIGHWAY HIGH JINKS

Plenty of great forms of transport are lined up for you in Outrun Europa. Starting out on a high-power motorbike speeding along to Dover, it's not long before you hit the English Channel, where a nice jetski is just waiting for some fun and frolics. Once over on the continent, plenty more high speed fun awaits. In Germany, a super turbo-charged Porsche awaits you and if you're really lucky and reach the last level of the game, you get to drive your fabbo Ferrari F40!



▲ *Dodge those rocks! Obviously the English Channel is shallower than we thought...*

COMMENT

RICH

I must admit that I was very disappointed by this offering. As you can see from the screenshots, Outrun Europa isn't really too bad in the graphics department - but all the effort on the visual side of things should have been directed more towards the playability of the product. Rather than concentrate on the action (which is most important after all), the programmers have spent a lot of effort on the massive roadside obstacles. The gameplay itself suffers in that there isn't actually much to do - the graphics may be different in each level, but your activities remain much the same. Also, the more eagle-eyed among you may notice that there's never more than one enemy vehicle on the road at one time! Another gripe I have concerns the pick-ups. Collecting these for extra fuel and shields is all-important, but the jerky scrolling makes it virtually impossible to tell when they're coming until they've zoomed by. Outrun Europa isn't a disaster - it's just a shame that more effort wasn't spent on tightening up the gameplay.

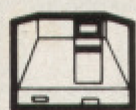


▼ *Explosionsville, Arizona! Your jetski comes with rocket launchers as standard - but ammo is short!*



▲ *An open road ahead of our Outrunning chum!*





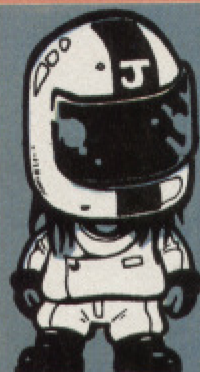
Only one other car on-screen at the moment, but the cops are close behind!



Launch some explosive stuff and blow up that speedboat!



COMMENT



JULIAN

This certainly had plenty of potential - the idea of different modes of transport, each sporting deadly weapons is great - but unfortunately the game is let down by jerky 3D and lack of variety. The roadside objects, although large and impressive, are completely unnecessary. They should have been dumped and replaced by more enemy cars and faster, smoother 3D. The main problem, however, is that there are basically only two different levels: water and road. The bike, Porsche and Ferrari levels are all identical except for the main sprite and roadside objects. The same fault is apparent in the jetski and speedboat levels. If it's racing thrills and spills you're after, check out Fire and Forget II, Chase HQ, Battle Outrun or Outrun - they're all much more exciting than this.

CAR 54, WHERE ARE YOU?



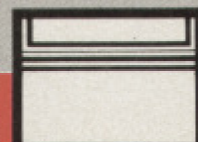
Being barged off the road, shot or bombed by enemy helicopters isn't the limit to your troubles. Owing to your careless high speed travel, the cops have been alerted to your presence and are in hot pursuit! Arrest, by the way, leads to the game finishing immediately.



BY: US GOLD
PRICE: £29.99

RELEASE DATE: DECEMBER
GAME DIFFICULTY: TOUGH
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 65%
A couple of interesting presentation screens, but not a whole lot more.

GRAPHICS 75%
Quite nice roadside obstacles and okay-ish sprites, but the 3D effect is jerky.

SOUND 65%
Good, though repetitive tunes and quite annoying effects (like the police siren).

PLAYABILITY 61%
Initially addictive, but the lack of variety soon makes itself apparent.

LASTABILITY 60%
It's a tough game, but the action isn't varied or rewarding enough to sustain long-term play.

OVERALL 63%
Potentially good, but unfortunately the lack of variety and poor 3D effect puts this racer at the back of the starting grid.



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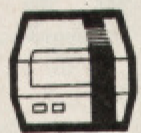
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The planet Earth is dying and only you can save it! The evil Hoggish Greedly has decided to drill for oil on all of America's national parks. The American government haven't even noticed this, or indeed the squadrons of warplanes and armoured installations Greedly's constructed over spots of historical interest and natural beauty. Quite how this is destroying the whole of planet Earth is a bit of a mystery, but the fact remains, Mr Greedly is a very naughty boy and must be stopped.

Each level is split into two sections. The first is a horizontally scrolling shoot 'em up, where CP's sidekicks fight off the marauding hordes and wreak mass destruction upon Greedly's operation. The second half shows the Cap's efforts platform-style, with our man flying around destroying a huge enemy installation from the inside.



▲ A tense confrontation...



COMMENT



RAD

Captain Planet was bad enough as a cartoon, and it would seem the game is perfectly in keeping with this image. At first it doesn't seem so bad, although the shoot 'em up element fails to tie in with the cartoon. But once you've been killed in the same spot for what feels like the hundredth time, the whole thing wears more than a little thin. The exploration part of the game is mildly diverting, but it's all a bit dull, unimaginative and repetitive. Captain Planet's sad graphics and sound could be excused if it weren't for the game's habit of placing you in an impossible position from which there is no escape. Even doubling the number of hits your vehicle can take to two would have improved the gameplay no end. A lot could have been done with Captain Planet, but even the environmental angle has come to nothing.

PLANET TRANSPORTATION

The outside levels each feature one of the Planeteers' three fabulous vehicles. The Geo-Cruiser on level one is a large spaceship that looks something like Thunderbird 2. Check out level three's Eco-Copter for a fast and manoeuverable helicopter gunship. On level five, the Planeteers control the Eco-Sub, an environmentally friendly submarine used to protect the aquatic locations in danger from Hoggish Greedly.



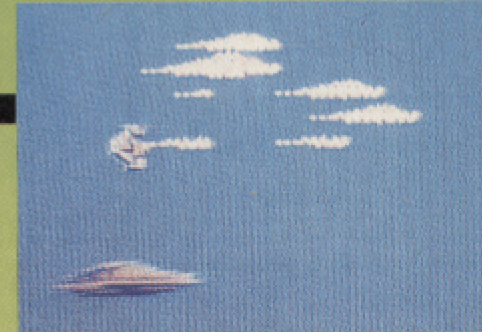
▲ Submerged fun ahoy!

PLANET PICK-UPS

The Captain is aided in his quest by power-up items left behind by Hoggish Greedly's vanquished cronies. There are offensive icons such as bi-directional fire and speed-ups and defensive ones such as shield crystals and extra lives.



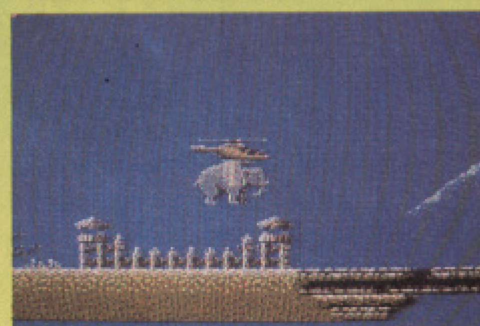
▲ The Captain nabs a handy energy refill.



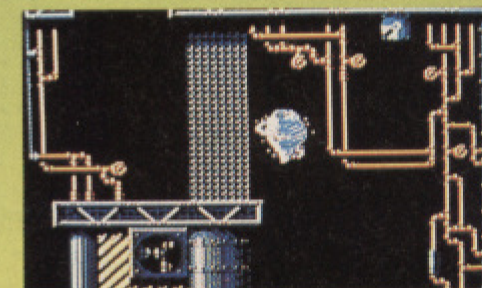
▲ Three-way fire is Mr Planet's for the taking.

PLANET POWERS

Captain Planet is a product of the combined powers of five magical rings in the possession of the Planeteers. As a result, he is able to utilize these powers to vanquish his enemies. On "outside" levels, fire blasts enemies with fireballs, water shoots waves, wind circles the vehicle with a protective hurricane, earth drops rocks on opponents lower than you and your heart enables you to rescue animals. During "inside" levels, fire and earth are used to destroy things, water and wind help you get past hazards such as toxic gas or acid, and once more, heart power lets Captain Planet be nice to stranded beasties.

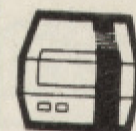


▲ Aah! CP rescues a poor little elephant.

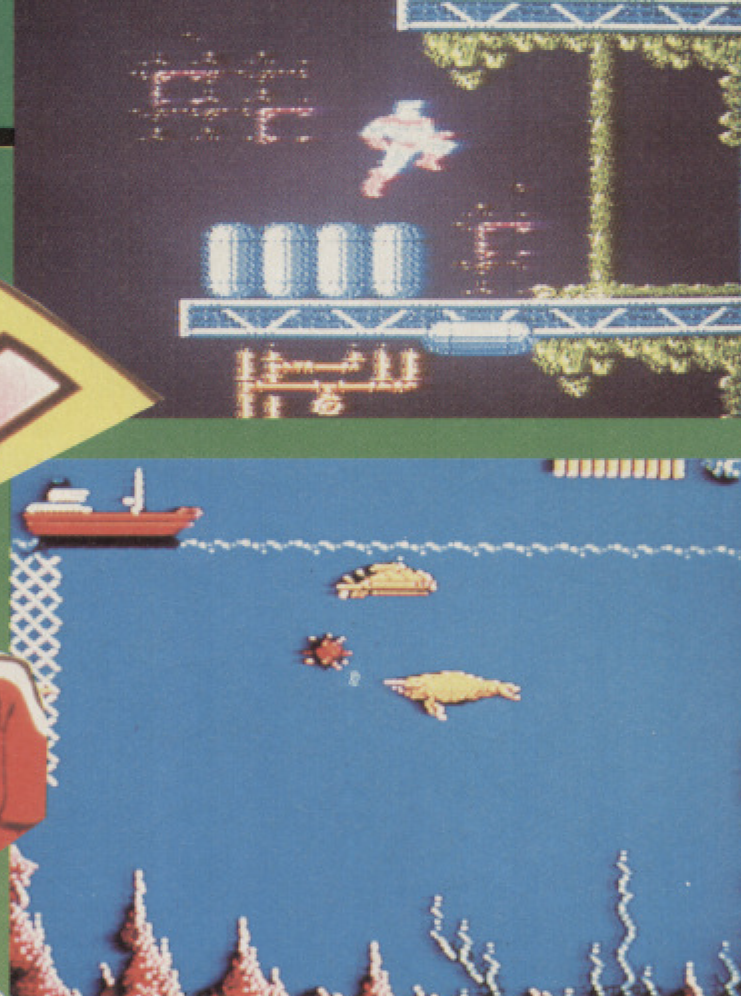


▲ Whirlwind power sees Cap through some tricky bits.





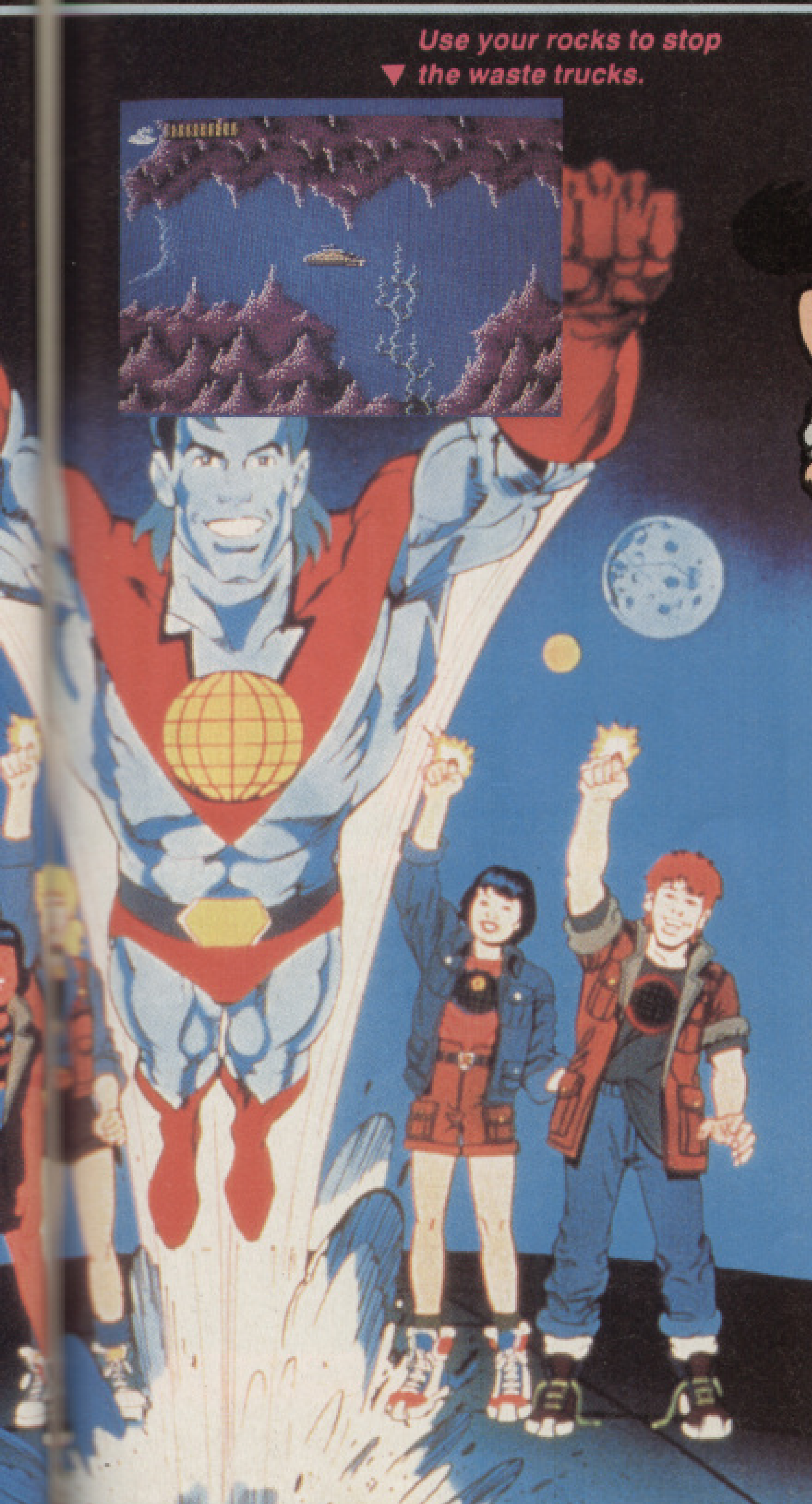




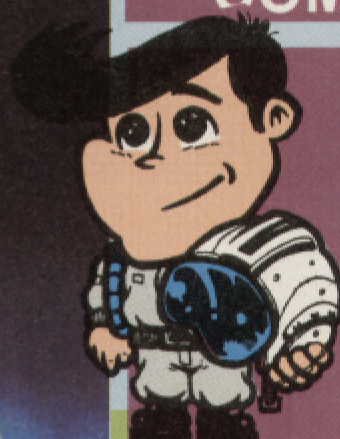


▼ Use your rocks to stop the waste trucks.





COMMENT



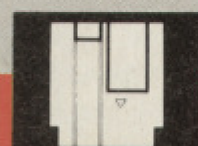
RICH

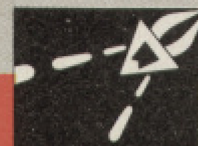
I've never seen the cartoon before, but if it's anything like this game, I'm glad I have a massive lie-in every Saturday morning. It's an odd sort of game, really. The "outside" shoot 'em up levels all seem to be incredibly difficult. It took me over an hour of frustrating play just to get past level one! The thing is, after that, the "inside" levels are pretty simple to complete and are far more rewarding. The graphics throughout are okay, but not spectacular, and the sound is quite unfortunate, with some very bizarre tunes. If the gameplay on the shoot 'em up levels had been tightened up, I'd have greeted Captain Planet far more enthusiastically. Unfortunately, progress is always halted by the absurd difficulty level. Frankly, I was very disappointed with this, especially since it was designed and partly programmed by the creator of Boulder Dash.



BY: MINDSCAPE
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: HARD
LIVES: 5
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: POOR







PRESENTATION 58%
A variety of intermissions, but there's a dull title screen and no game options to tweak.

GRAPHICS 56%
Blocky, bland sprites cavort around dull, uninspiring backgrounds.

SOUND 49%
The sounds are akin to a dying walrus being put through a paper shredder, with tunes that'll have you buying ear plugs.

PLAYABILITY 57%
Initially off-putting, due to the badly judged difficulty level on the shoot 'em up sequences.

LASTABILITY 56%
The game is very difficult, but there are only five levels, and the whole thing is just so infuriating it won't last.

OVERALL 56%
A sadly wasted license. Bad graphics and sound coupled with frustrating gameplay make this one to leave on the shelf.



American football is a game in which the player attempts to score points by carrying the ball across his opponent's touchline. Play stops every time the ball hits the floor, and if the ball has not been carried ten yards by the time play has stopped four times, possession is awarded to the opposing team. Points can also be gained by kicking the ball through the opposing team's goalposts, or by forcing the other team behind their own touchline.

American football has been represented in a number of games on the Megadrive, the best known of these being John Madden's Football. Joe Montana II tries to shake off the shadow of this title by adopting a new, side-on viewpoint and zooming in on the action once play gets underway. Tactics are still chosen in a style similar to Madden, but plays are directly selected, as opposed to being reached through a series of choices such as formation and set.

COMMENT



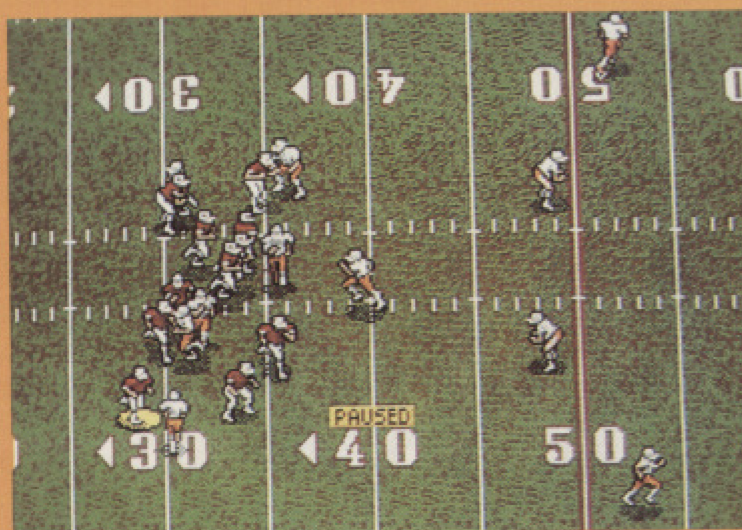
RAD

Joe Montana II is at last attempting to do something not inspired by John Madden's, and it works. The zoom function makes the game feel a lot more realistic, and arcade skills are required to keep you standing as opponents rush in from all angles. But the really strong point is the speech. This adds an awful lot to the game, and makes it possible to overlook some of the gameplay flaws and annoyances. If you've got John Madden's and you're looking for something different, give this a go, but if you're looking for the best American football game on the Megadrive, go for John Madden '92.

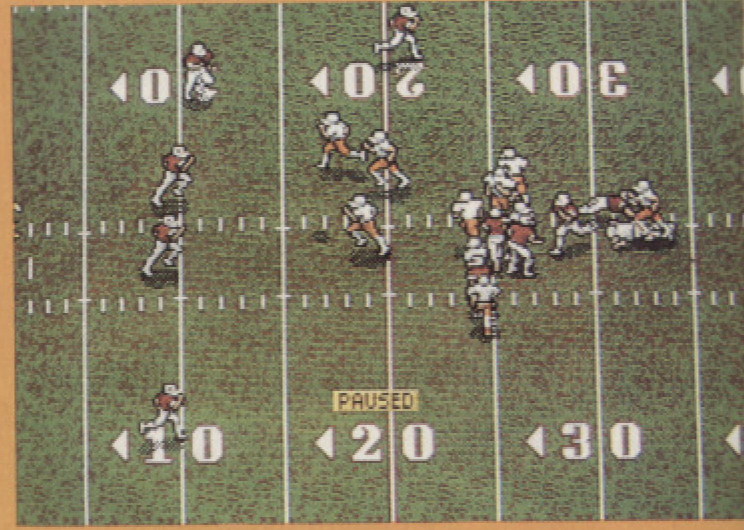
JOE MON

ERR, REMARKABLE!

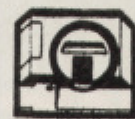
The major selling point of Joe Montana II is the speech. Over one hundred and fifty phrases are combined to provide a running commentary throughout the game, with every move being talked through by the commentator. This improves the atmosphere no end, with tension being built up just as in real life!

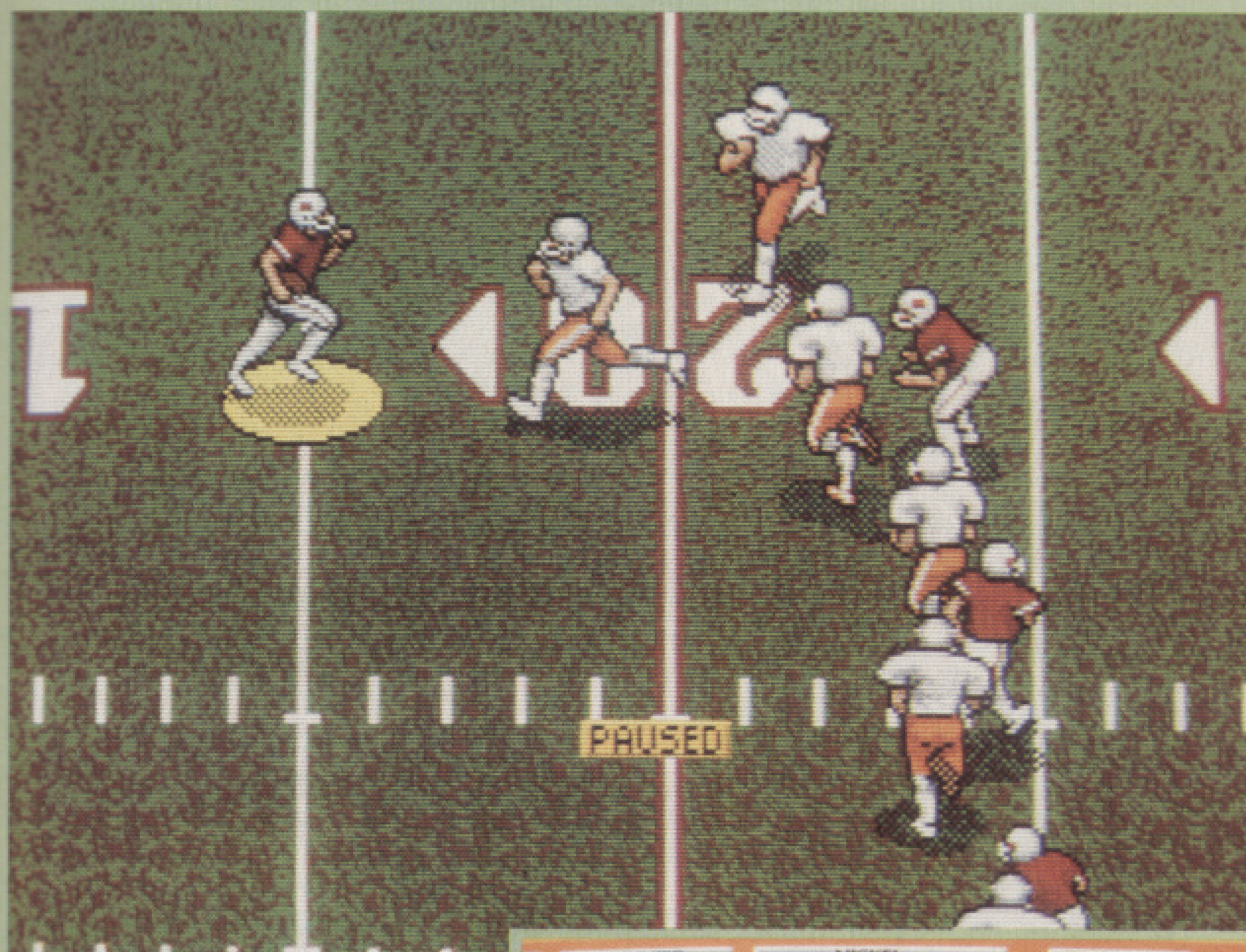


▲ New England take the snap...



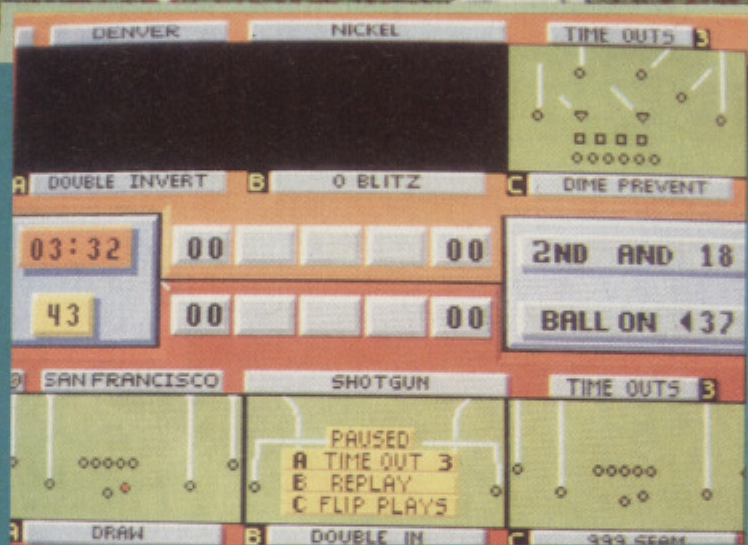
▲ ...He starts the run...

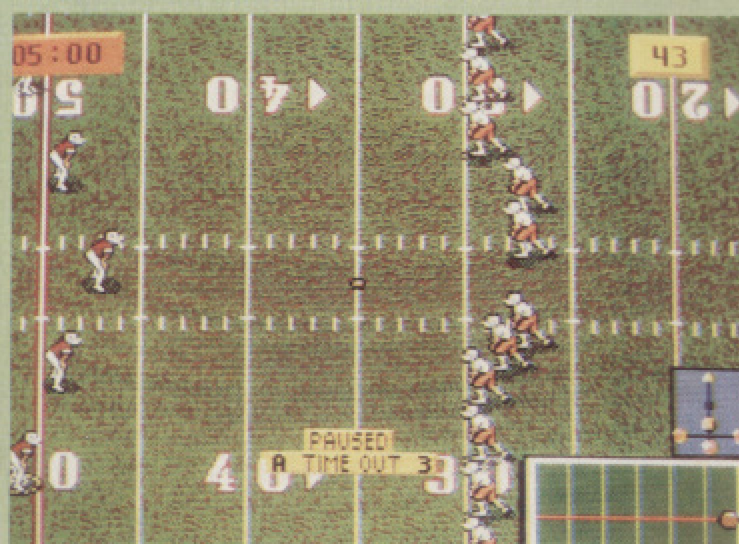




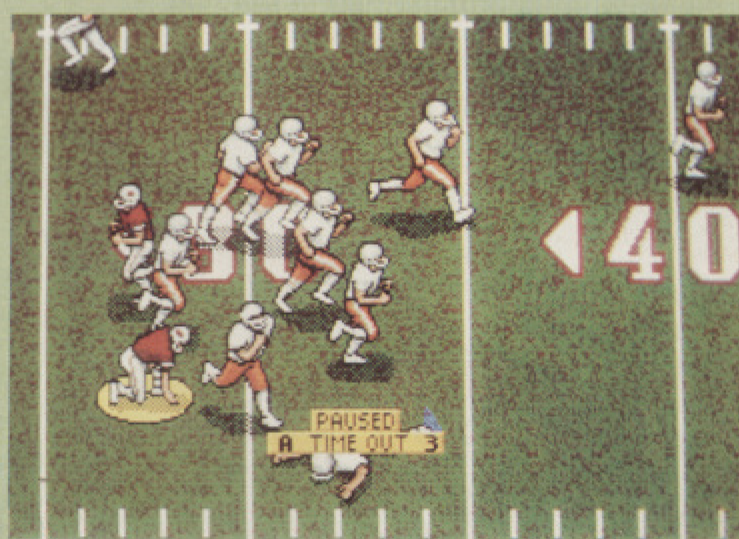
MENU ACTION

Choosing plays in Joe Montana II couldn't be much simpler. Three plays appear on screen at once, and the desired option is picked by pressing one of the three joypad buttons. Pushing left or right on the controller scrolls the plays along in that direction, and pushing up or down chooses a set of three different styles of play, such as passing or kicking formations.



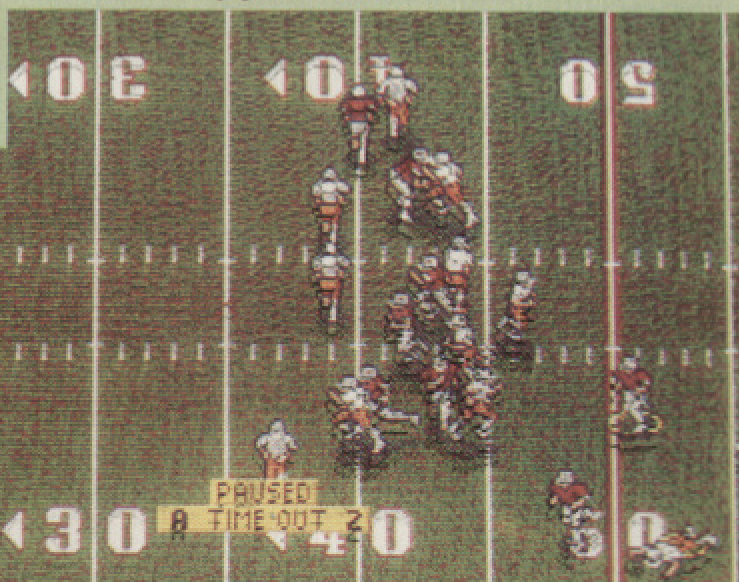


The kicking team line up on the thirty...

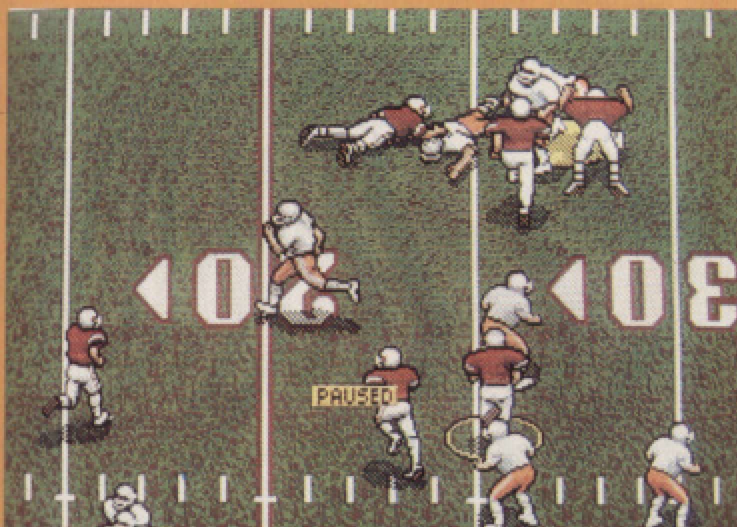


It's a beauty! San Francisco take possession on the forty yard line...

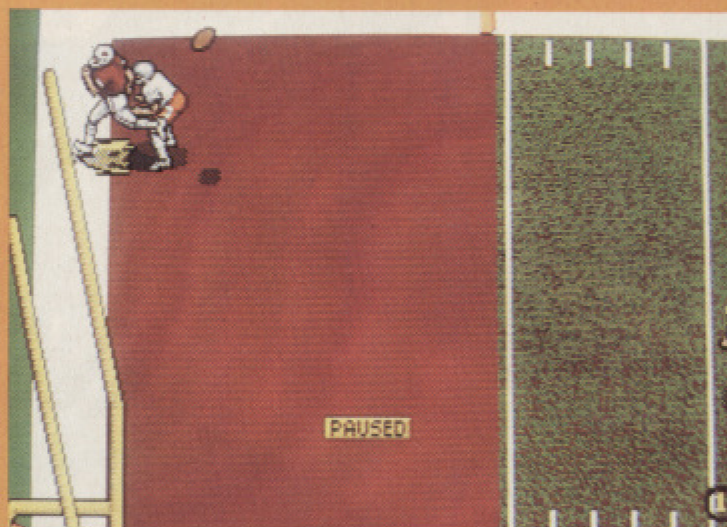
TANA II



Boom! Tackled immediately.



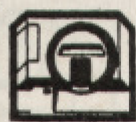
...It's out..turns on the speed...



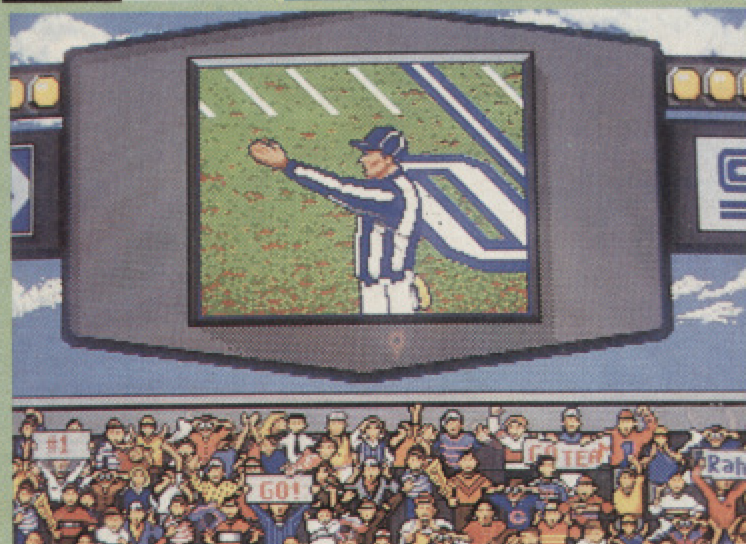
...Touchdown! The crowd go wild!

ZOOM AND ZOOM AGAIN

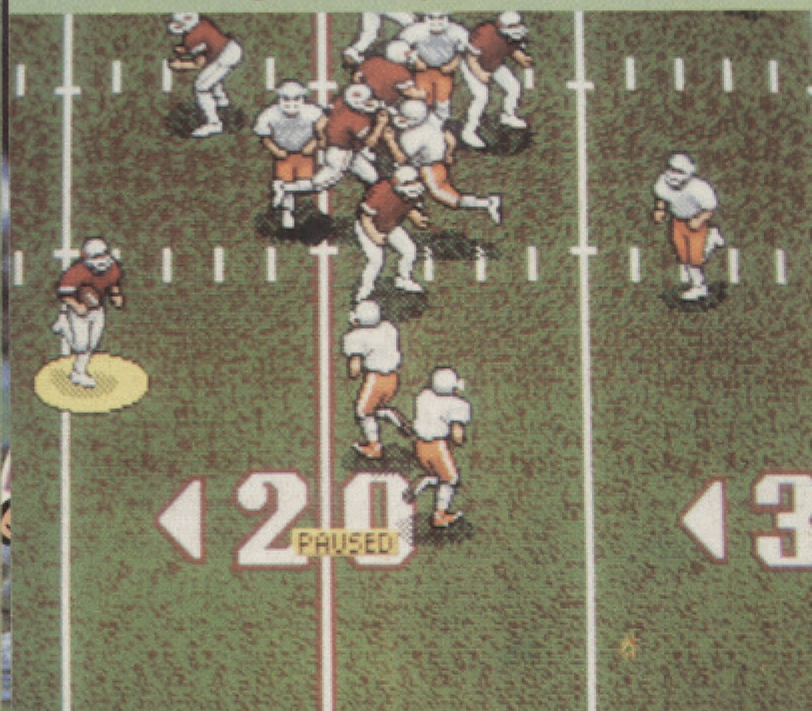
Before the snap, play is viewed side-on from afar, but all this changes once the quarterback gets his mitts on the ball. A square appears around the area of play, the view zooms in and the action is displayed using huge (for a sports game), clear sprites. Much less of the pitch is visible at the time, meaning you must think on your feet - more like real American football.



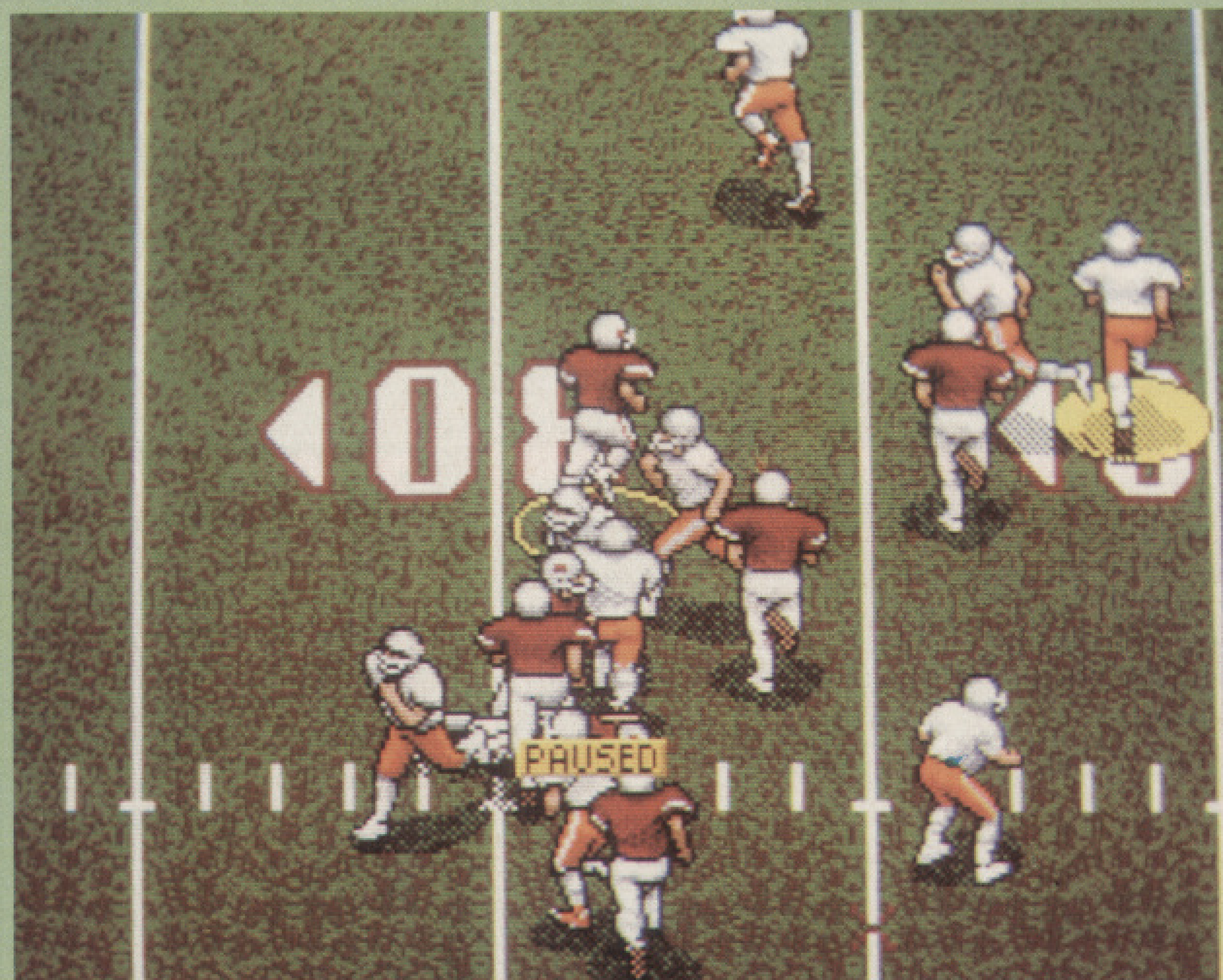
REVIEW



The score is San Francisco seven, Washington nothing.



Montana takes it... down the line.



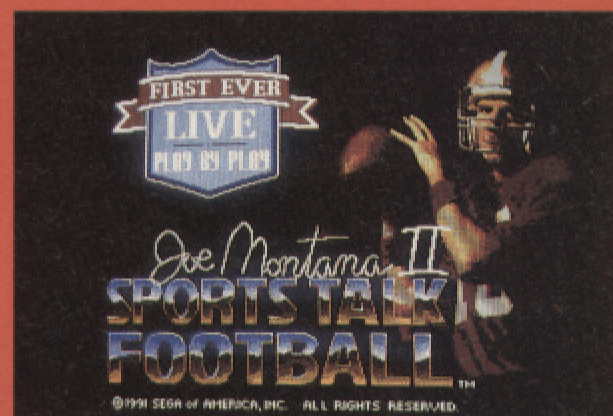
He takes it.. he's going for the run.

COMMENT



JULIAN

Rather than tackle John Madden's head-on, Sega have taken an unusual and very clever approach with Joe Montana II and come up with what is basically a stunning showpiece game. It's not endowed with spiffing graphics, but what it has got is speech. Tons of it. In fact, over 150 different phrases! They're very cleverly put together so that the console doesn't keep on repeating itself, and the end result is truly amazing - it really does sound like there's a slightly muffled old commentator chattering away throughout the game! The game itself is quite simple, which means that novice American football fans can easily get into the action, but there is scope to learn some clever moves and develop your play. If you're after the best American football simulation available, John Madden '92 is the obvious choice - but Joe Montana II is different enough and impressive enough to deserve a place alongside it in your collection.

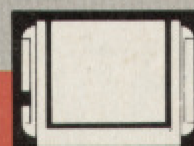


BY: SEGA

PRICE: £TBA

RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM/HARD
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD







PRESENTATION 80%

Lots of options and stats, brill zoom sequence.

GRAPHICS 81%

Zoom view graphics are superb, but "standard" view is pretty poor.

SOUND 96%

Probably the best speech ever heard, plus a variety of reasonable effects and a cacophony of average tunes.

PLAYABILITY 85%

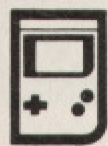
Good response speed, plenty of tactics and addictive, arcade-style gameplay.

LASTABILITY 80%

Lots of teams to beat, playoffs and three skill levels mean that the game should maintain a lengthy challenge.

OVERALL 83%

A simple, but enjoyable American football game which features incredible speech. A landmark game - let's hope there's more like this!



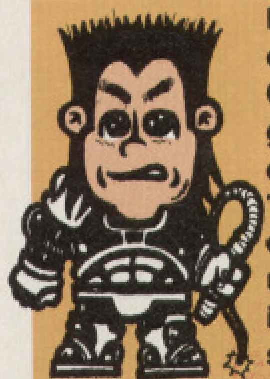
CASTLEVANIA 2



Count Dracula is back! After the pasting the Dark One received in the original Castlevania, he's spent many years souping up his satanic powers, determined to destroy the person who dared stand up to him - Christopher Belmont. In order to carry out this foul deed, Dracula has summoned all his evil powers of possession available to him, and in a fit of diabolical evil has turned Belmont's son, Soyeiyu, into a massive rampaging demon!

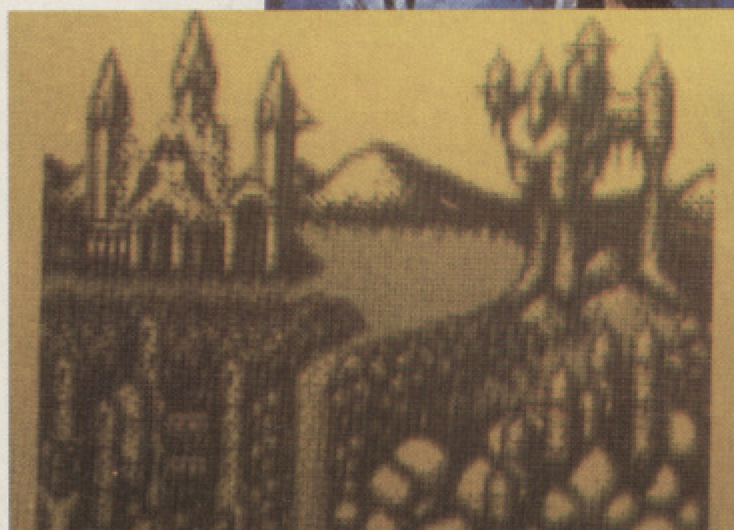
Christopher is more than a tad annoyed at this development and sets out towards the new Drac HQ with revenge on his mind. When he gets there, he finds that once again, his skills and reflexes are tested to the max in a four-way scrolling platform-based environment. Armed only with a whip and substantial cunning, Christopher is pitted against the true horrific terrors of seven levels, each packed to the brim with possessed meanies and flesh-eating denizens of the undead!

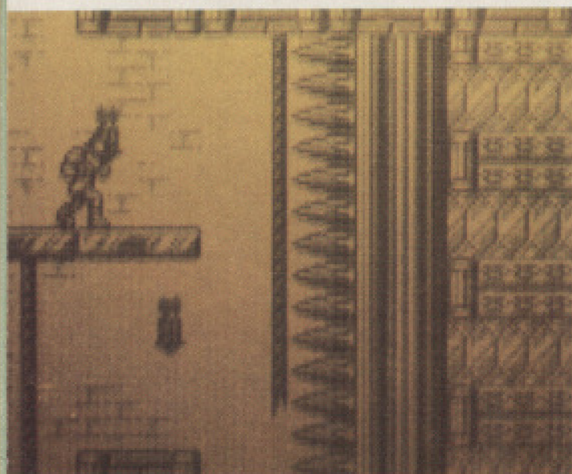
COMMENT



JULIAN

I thought the original Castlevania was good, but this is even better! There are loads of things to uncover, including secret screens, and it's a non-stop battle all the way to beat Drac! If you're a platform addict, put this at the top of your shopping list immediately.





COMMENT



RICH

What a brilliant platform game this is! Plenty of levels packed with cunning traps and undead-related excitement make this a game you'll be playing time and time again. Go for it!

THE POWERS OF GOOD

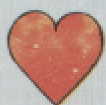
Plenty of items are found around the evil domain. Collect these to boost your chances of doing over Count Dracula.



COIN: Increases your stash of points.



SMALL HEART: Gives you one more use of your special weapon.



LARGE HEART: Enables you to use your special weapon five more times.



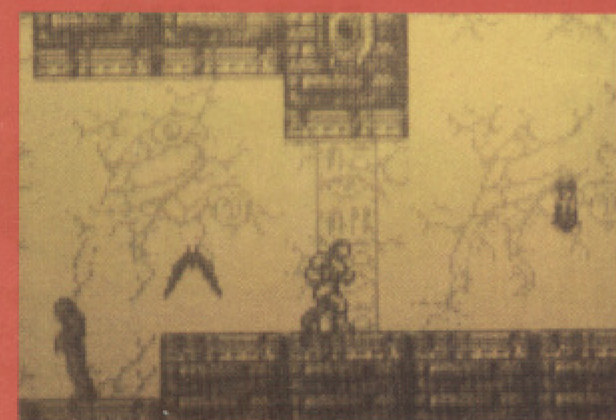
CRYSTAL BALL: Boosts the power of your whip. The first power-up extends it and the second enables you to shoot deadly fireballs with it too!



BATTLE AXE: Belmont throws these in an arc, annihilating enemy sprites.



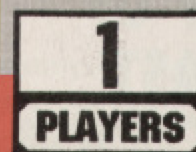
HOLY WATER: Burn those undead beings with the essence of good!

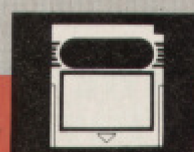


KONAMI £19.99

RATINGS

PRESENTATION	90%
GRAPHICS	88%
SOUND	84%
PLAYABILITY	92%
LASTABILITY	90%
OVERALL	91%







1991 AWARDS

It's bigger, better and more prestigious than the Oscars! It's the MEAN MACHINES MEGA-AWARDS 1991, voted for by you fab-u-loso readers. If you want to vote, fill out the form with your own personal faves of '91. Early in the New Year we'll be announcing the winners, and awards will be given in each category to the Megadrive, Nintendo, Master System and Super Famicom games with the highest votes. The only rule is that the games you vote for must have been released during 1991. There's a complete list of games below to help jog your memory. If you want more information, read through the MEAN MACHINES 1991 feature elsewhere in the mag.

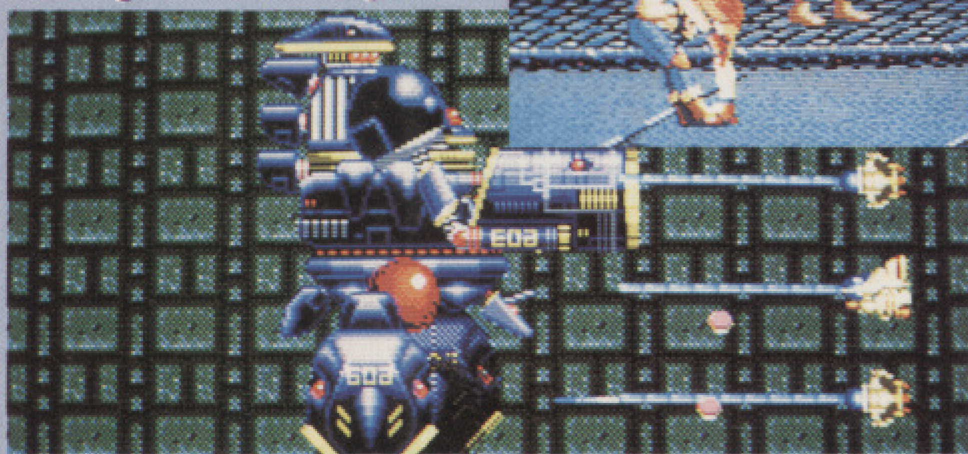
▼ Bonanza Bros!



Streets of Rage. ▶



▼ Megadrive Zero Wing!



MEGADRIVE

DARK CASTLE, F-22, THE IMMORTAL, FATAL REWIND, KLAX, TOE JAM AND EARL, SHINING AND THE DARKNESS, OUTRUN, MIKE DITKA'S POWER FOOTBALL, TURRICAN, THUNDERFORCE III, FLICKY, ROAD RASH, FANTASIA, SPIDER-MAN, STAR FLIGHT, STREETS OF RAGE, EA ICE HOCKEY, 688 ATTACK SUB, ALIEN STORM, SONIC THE HEDGEHOG, STAR CONTROL, MIGHT AND MAGIC, WARDNER, ZERO WING, FAERY TALE ADVENTURE, BONANZA BROS, WRESTLE WARS, KING'S BOUNTY, BLOCKOUT, HARDBALL, JAMES POND, AFTERBURNER, SWORD OF VERMILLION, DARIUS II, MIDNIGHT RESISTANCE, DICK TRACY, PGA TOUR GOLF, SUPER REAL BASKETBALL, JOE MONTANA'S FOOTBALL, AEROBLASTER, DYNAMITE DUKE, GYNOUG, MICKEY MOUSE, ESWAT, CRACK DOWN, SWORD OF SODAN, MOONWALKER, HARD DRIVIN', GALAXY FORCE, BATTLE SQUADRON, RAIDEN TRAD, JOHN MADDEN'S '92, ROBOCOD, PACMANIA, MERCS, SHADOW OF THE BEAST, GOLDEN AXE II, JOE MONTANA II

MASTER SYSTEM

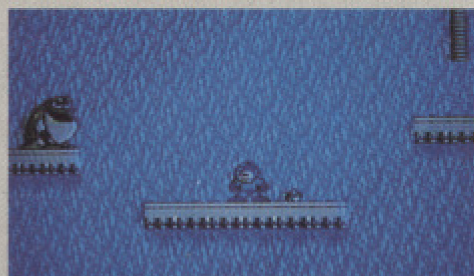
SUPER KICK OFF, BACK TO THE FUTURE II, SHADOW OF THE BEAST, XENON II, ACE OF ACES, PSYCHO FOX, SPIDERMAN, CHESS, FORGOTTEN WORLDS, LEADERBOARD, GALAXY FORCE, JOE MONTANA'S FOOTBALL, HEAVYWEIGHT CHAMPIONSHIP BOXING, GOLDEN AXE WARRIOR, GHOULS N' GHOSTS, STRIDER, DYNAMITE DUKE, PACMANIA, SPEEDBALL, DICK TRACY, CYBER SHINOBI, MOONWALKER, GAIN GROUND MICKEY MOUSE, LASER GHOST, SUPER SPACE INVADERS, MS PACMAN, LINE OF FIRE, G-LOC, SONIC THE HEDGEHOG, OUTRUN EUROPA



▲ Master System Dick Tracy.

NINTENDO

MANIAC MANSION, CALIFORNIA GAMES, DEFENDER OF THE CROWN, CAPTAIN SKYHAWK, BOULDER DASH, SHADOWGATE, KABUKI,



▲ NES MegaMan 2.

SHADOW WARRIOR, JACK NICKLAUS GOLF, SOLSTICE, A BOY AND HIS BLOB, SUPER SPIKE VOLLEYBALL, TURBO RACING, RAD GRAVITY, IRON



▲ Nintendo Gremlins 2.

SWORD, DAYS OF THUNDER, BURAI FIGHTER, DUCK TALES, PAPERBOY, GAUNTLET II, NINTENDO WORLD CUP, ISOLATED WARRIOR, BATTLE OF OLYMPUS, GOAL!, SUPER MARIO BROS III, MARBLE MADNESS, GALAXY 5000, WWF WRESTLEMANIA CHALLENGE, KICKLE CUBICLE, POWERBLADE, DIGGER T ROCK, LOW-G MAN, TOP GUN II, GREMLINS II, RESCUE, GHOSTBUSTERS II, DR MARIO, MEGAMAN II, PROBOTECTOR, PINBOT, SNAKE, RATTLE 'N' ROLL, SUPER OFF-ROAD

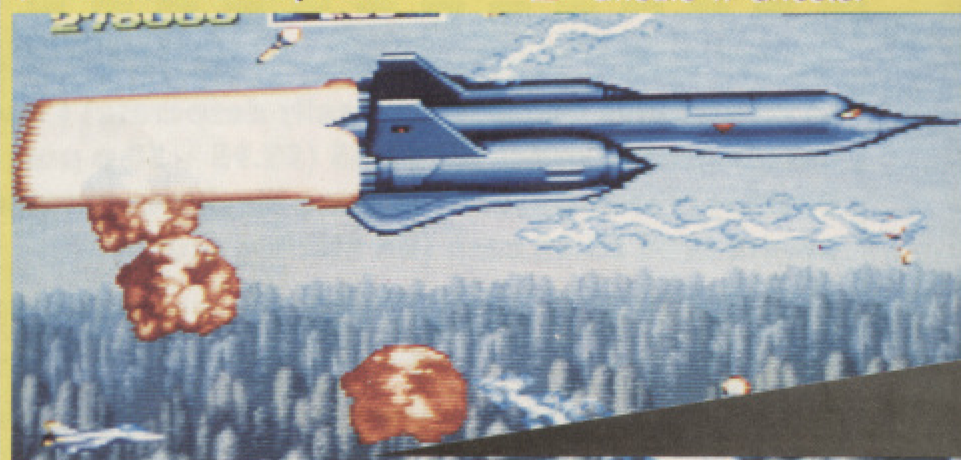
SUPER FAMICOM

ACTRAISER, PILOT WINGS, ULTRAMAN, F-ZERO, SIM CITY, UN SQUADRON, SUPER R-TYPE, GOEMAN WARRIOR, SUPER TENNIS, PRO SOCCER, SUPER GHOULS AND GHOSTS



▲ Ghouls 'n' Ghosts!

▼ Famicom UN Squadron.



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BEST GAME OF THE YEAR

BEST SOUND

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BEST SHOOT 'EM UP

SOFTWARE HOUSE OF THE YEAR

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MOST FABULOUS PERSON OR THING

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BEST FILM

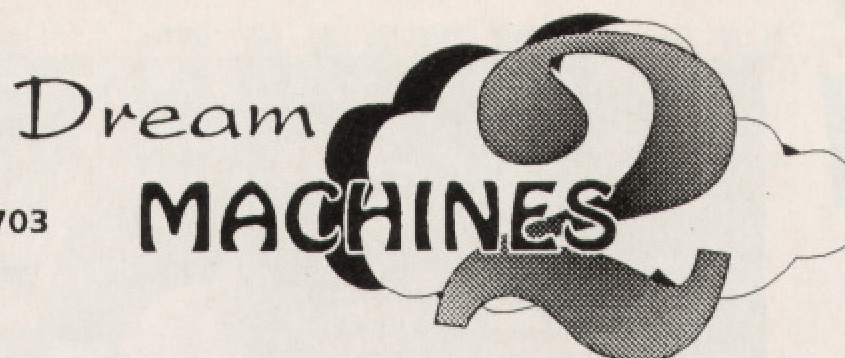
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BEST COIN-OP

WORST GAME OF THE YEAR

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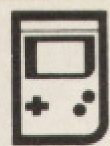
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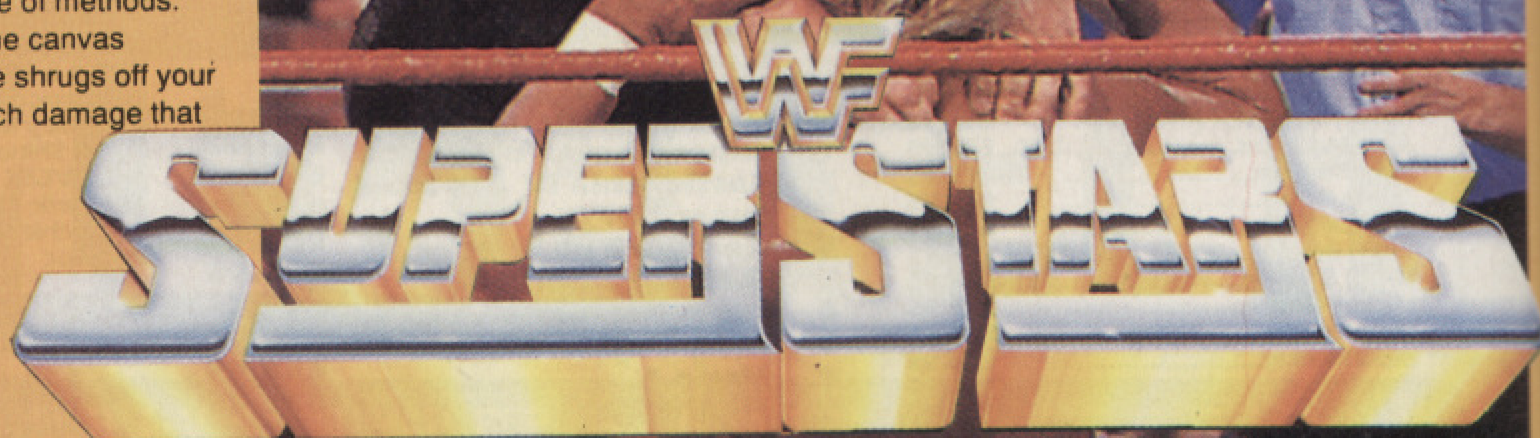
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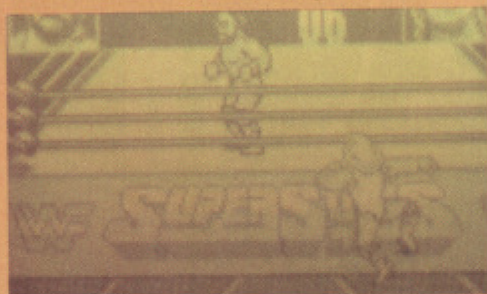


Take to the World Wrestling Federation ring and kick, punch and pin some monkey ass! This Gameboy adaptation of the mega American "sport" enables you to adopt the persona of either Mr Perfect, The Ultimate Warrior, Hulk Hogan, Macho King Randy Savage or Ted DiBiase - The Million Dollar Man!

Your objective in the game is to fight your way to the top of the World Wrestling Federation in pursuit of the coveted world title. To achieve this end, you face up to the rest of the WWF wrestlers featured in the game in a series of terrifying, but yet entertaining bouts (one or three falls, with or without a time limit - it's up to you).

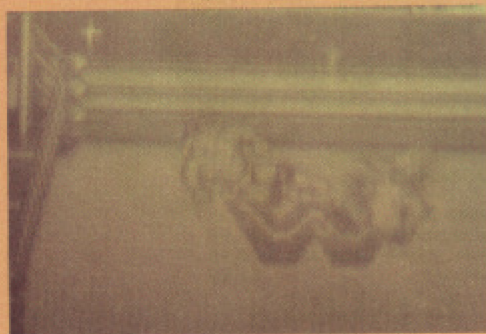
Once you're in the ring, your aim is simply to force your opponent to stay on the canvas for three seconds. You can do this with a couple of methods. Firstly you can pin your opponent to the canvas (although if he's got enough energy he shrugs off your assault), or you can cause him so much damage that he'll keel over and not get up!

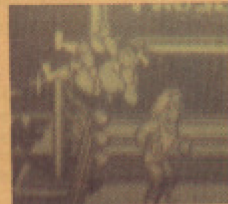




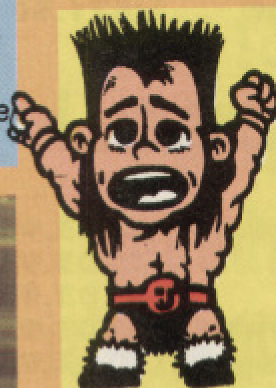
HEAD-TO-HEAD WRESTLING

Got your supa-groovy Gameboy head-to-head cable handy? Got a pal with a Gameboy and another WWF cart? Well, why not hook them up together for some two-player thrills 'n' spills. Rather than just participate in a tournament, this version of game is a simple one-on-one bout, with each player choosing their fave WWF wrestler!





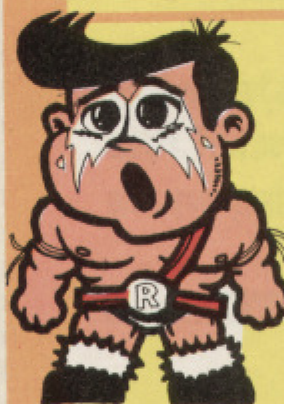
COMMENT



JULIAN

Unlike their real-life counterparts, the wrestlers in this game are complete pushovers and finishing the game is very easy. However, the two-player mode is absolutely brilliant and offers plenty of thrills 'n' spills. WWF fans should love it!

COMMENT



RICH

It's very easy to finish, but WWF Superstars is just great fun - especially when taking part in a one-on-one two-player bout. Classy graphics and decent playability make this one to check out and pronto!





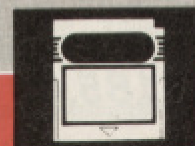


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RATINGS

PRESENTATION	90%
GRAPHICS	81%
SOUND	80%
PLAYABILITY	90%
LASTABILITY	85%
OVERALL	85%







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- AMSTRAD ☐
- ATARI ST ☐
- C64 ☐
- GX4000 ☐
- GAMEBOY ☐
- GAME GEAR ☐
- LYNX ☐
- MEGADRIVE ☐
- NINTENDO ☐
- PC COMPATIBLE ☐
- PC ENGINE ☐
- SEGA ☐
- SPECTRUM ☐
- SUPER FAMICOM ☐

WHAT MACHINE (IF ANY) ARE YOU INTENDING TO BUY IN THE NEXT SIX MONTHS?

- AMIGA ☐
- AMSTRAD ☐
- ATARI ST ☐
- C64 ☐
- GX4000 ☐
- GAMEBOY ☐
- GAME GEAR ☐
- LYNX ☐
- MEGADRIVE ☐
- NINTENDO ☐
- PC COMPATIBLE ☐
- PC ENGINE ☐
- SEGA ☐
- SPECTRUM ☐
- SUPER FAMICOM ☐

HOW MANY GAMES DO YOU BUY PER MONTH?

- 1 ☐
- 2 ☐
- 3 ☐
- 4 ☐
- 5+ ☐

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- GOOD REVIEW IN MEAN MACHINES ☐
- ADVERTISING ☐
- FRIEND'S RECOMMENDATION ☐
- SEEING IT ON DISPLAY IN SHOP ☐
- 'COS IT'S A COIN-OP CONVERSION OR A GAME OF A FILM ☐

THE MAGAZINE

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PLEASE MARK THE FOLLOWING MAGAZINE SECTIONS OUT OF 10 (1=VERY BAD 10=BRILLIANT)

- COVERS ☐
- CONTENTS ☐
- EDITORIAL ☐
- NEWS ☐
- NEWS FROM USA ☐
- NEWS FROM JAPAN ☐
- YOB'S MAILBAG ☐
- JAZZA'S Q+A ☐
- TIPS ☐
- CHARTS ☐
- NEXT MONTH ☐
- YOB'S GOSSIP ☐
- HOTLINES ☐
- COMPETITIONS ☐
- REVIEWS ☐
- PREVIEWS ☐

IS THE TEXT IN THE REVIEW

- TOO LONG ☐
- TOO SHORT ☐
- JUST RIGHT ☐

WHEN MEAN MACHINES REVIEWS A GAME, ARE THE RATINGS USUALLY

- TOO HIGH ☐
- TOO LOW ☐
- JUST RIGHT ☐

ARE THE SCREEN SHOTS

- TOO FEW ☐
- TOO MANY ☐
- JUST RIGHT ☐

IS THE RATING SYSTEM

- BRILLIANT ☐
- REASONABLE ☐
- POOR ☐

ARE MEAN MACHINES COVERS

- GREAT ☐
- ALRIGHT ☐
- BAD ☐

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- SEGA POWER ☐
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- ZERO ☐
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- COMPUTER AND VIDEO GAMES ☐

DO MEAN MACHINES REVIEWS INFLUENCE YOU WHEN YOU BUY A GAME?

- ALL THE TIME ☐
- SOMETIMES ☐
- NEVER ☐

WHAT DO YOU THINK OF THE HOLOGRAM ON THE FRONT OF THE MAGAZINE?

- BRILLIANT ☐
- ALRIGHT ☐
- POOR ☐

NOSEY BITS

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- LISTEN TO RECORDS ☐
- GO SHOPPING ☐
- VISIT CINEMA ☐
- GO TO CONCERTS ☐
- PLAY SPORTS ☐

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- NATWEST ☐
- LLOYDS ☐
- BARCLAYS ☐
- MIDLAND ☐
- GIROBANK ☐

WHAT WOULD YOU LIKE TO SEE IN MEAN MACHINES (TICK AS MANY BOXES AS YOU LIKE)?

- MORE MASTER SYSTEM COVERAGE ☐
- MORE NINTENDO COVERAGE ☐
- MORE MEGADRIVE COVERAGE ☐
- MORE GAMEBOY COVERAGE ☐
- MORE GAME GEAR COVERAGE ☐
- MORE SUPER FAMICOM COVERAGE ☐
- COMPLETE SOFTWARE LISTS IN THE BACK OF THE MAGAZINE ☐
- SPECIAL FEATURES ☐
- ARCADE COVERAGE ☐
- FEATURES ON CD-ROM MACHINES ☐
- FILM/VIDEO NEWS ☐

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- YES ☐
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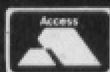
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Dark C

The word is that the Black Knight has escaped from jail! For the last couple of months, he's been held in the darkest and dankest dungeon of them all, pending his execution. But now he's free, ready to commit atrocities aplenty. Not surprisingly, the medieval world is very upset by this development and many men are dispatched to seek out the whereabouts of the dark one. After many weeks of searching, the Black Knight is finally located at the eponymous Dark Castle, well known place for non-evil citizens of the kingdom to die hideous and grotesque deaths.

You are the sole adventurer who dares set foot inside the Dark Castle - represented graphically in this game by a side-on platform-based environment. Your immediate aim on each screen is to use your superior agility and jumping prowess to reach the exit, where more challenges await on a fresh screen. Unfortunately, making this task a tad more difficult are the masses of enemy sprites just waiting to cause you some grief. Luckily, your dimension-warping trousers can carry over 50 rocks at once which are used to stone your opponents to death!

Your overall objective is to find the Shield of Protection and as many other mystical items as possible with which to fight the Black Knight. Only then can you tread the perilous path to the Black Knight's lair...



STICKY-OUT POINTY BITS FOR THE MAIN PIC

GUARANTEED TROUBLE: This set of rooms should be your first choice when setting foot in the Dark Castle. Here, you find all sorts of trouble which help hone your skills for the major quest ahead!

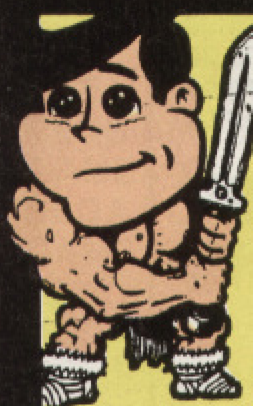
QUEST FOR THE BLACK KNIGHT: Follow this path of extreme danger to track down and finally destroy the evil Black Knight!



FIREBALL WAREHOUSE: Complete this mini-quest and the fireball spell is yours, courtesy of Mordamir the wizard. This useful item turns all your rocks into fireballs!

THE LABYRINTH: This a-mazing maze contains many secrets - including the vital Shield of Protection. Collect this to make your quest far safer.

COMMENT



RICH

Oh my word! Dark Castle takes me back to the days when no one could program the Amiga properly and instead came out with pathetic platform games with deformed graphics and gratuitous sampled sound. Funnily enough, that's exactly what Dark Castle is. There are no original ideas on offer here. The platform game is fundamentally simple and the graphics are truly bad, with tiny, ill-defined sprites wobbling around Spectrum-esque backdrops. The control method is really awful, with very unresponsive action. The method used to change the direction of firing is slow and makes for many a frustrating death. One thing's for sure - the hero in this game is a real weed. Even touching a small rat results in a violent and sudden death. Dark Castle's only redeeming feature is the sound - the sampled effects are pretty good. However, that factor apart, I can't recommend this sad effort at all.

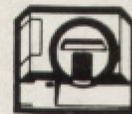




GETTING YOUR ROCKS OFF

Your only form of offense comes from the rocks secreted about your person. Whilst standing still, using UP and DOWN on the joypad changes the angle your adventurer throws these solid objects. Pressing the C button sends them speeding along the chosen trajectory.





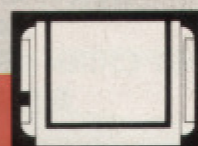
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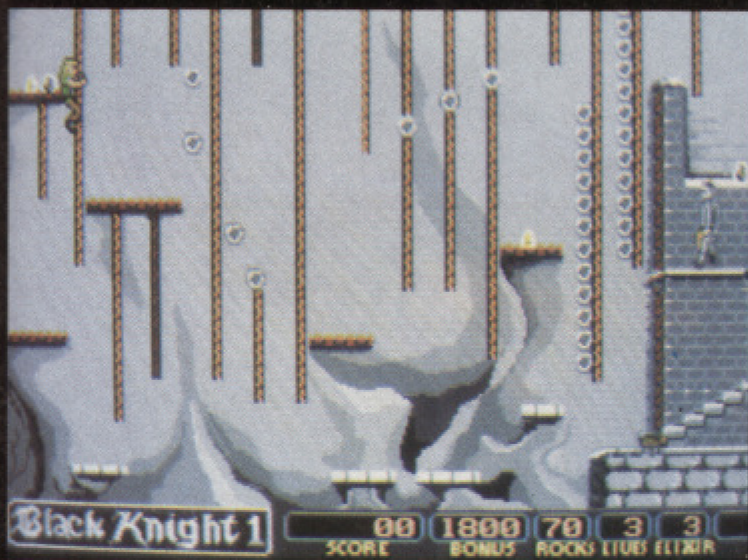




BY: 360
PRICE: £34.99
RELEASE DATE: OCTOBER
GAME DIFFICULTY: TOUGH
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 3
RESPONSIVENESS: SAD





SUPA SOUND

By now you've probably scoped out the ratings box and discovered that Dark Castle isn't actually very good. However, the sampled sound is great. Our hero grunts, groans and makes other noises depending on his condition. Each of the meanies also make their own noise - our fave must be the strange monkey-like creatures that scream "Ni-ni-ni-ni-ni!" for no apparent reason!







COMMENT



JULIAN

This game is so bad, criticising it is like kicking a sad, retarded cripple while he's down. Apart from the laughable sampled sound, everything about it is diabolical. The graphics look like they've been lifted from a particularly crap Master System game - well, look at the screenshots and agree. What you can't see, though, is the movement of the rubbish zombie sprites. These hobbling hunchbacks have very dubious appendages which become erect when you approach. Quite what they are is difficult to ascertain due to the fact that they're so badly drawn, so I'd better not ponder any further. Gameplay? Well, where is it, that's what I want to know. It's challenging, but for all the wrong reasons. You spend most of your time battling the stupid control method, rather than the baddies. The way you throw stones is pathetically slow, and the collision detection is so dodgy it had me yelling with frustration. Within a few hours I'd had enough, and Dark Castle was dumped. If a gameplayer went to hell, this is the game he'd be made to play.

PRESENTATION 54%

Little in the way of options or pretty screens to look at.

GRAPHICS 25%

Sad, malformed sprites and backdrops more suited to an aged Master System game.

SOUND 71%

A sad rendition of classical music (which can be turned off), but some pretty fabby samples to liven things up a bit.

PLAYABILITY 29%

A silly control method and unresponsive controls make this very difficult to get into.

LASTABILITY 14%

It doesn't take long for the dodgy controls and awful collision detection to put you off playing this for good.

OVERALL 23%

Apart from the comedy appeal of owning the worst Megadrive game yet, there's no point in buying this awful, unplayable game.



MEGAMART

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

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So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to:
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MEGA

FOR SALE

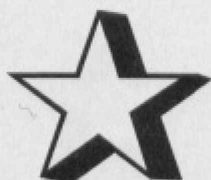
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GAMEBOY GAMES Final Fantasy £15, Robocop/Castlevania both no instructions £11 or swap for other good Games. Jeff 081-538 2273.
GAME GEAR 1 Month old 8 Top Games, Magnifier, Adaptor all Boxed £260 or swap Famicom. Phone Mark 0642 226708.
FOR SALE Master System Games including RC Grand Prix + Casino Games £11 each or swap for Gameboy Games, Magnifier, or Stereo adaptor, will also buy all your Gameboy Games. Tel Mark on 0642 226708.
EXCELLENT MEGADRIVE Games for sale. Prices range from £18-23. Phone for list of Games. No swaps. Phone Guy 081-693 3545.
NINTENDO Plus 9 Games inclduing Robocop, Megamani, Batman, Double Dragon II. Excellent condition for £220. Reasonable negociations accepted Tel (Watford) 0923 39348.
GAMEBOY for sale. Excellent condition, includes Lightboy, Skate or Die, Bubble Bobble. Cost £140 Bargin at £85. Phone 0622 39017.

MASTER SYSTEM Games as new! Vigilante, Afterburner & Wonderboy I, II, III for sale £15-£20 each. (Guilford) 32354.
SEGA MASTER SYSTEM for sale includes 13 Games, 56 Fighter, Joystick, Rapid Fire unit and Light Phaser all in good condition, worth £400! Will sell for only £190. Call Chris on 0638 741166.
YO! FOR SALE. Japanese Megadrive runs all Carts plus seven Great Games Bonanza Bros., Jame Pond, Ice Hockey, Sonic, Super Hangon, Strider (Jap). PSU Two Joypads boxed, all Games boxed with instructions. Great condition worth £400 sell £295 ono. Ring Ben 0689 859048.
SPECTRUM 48K + Games, Books, Excellent condition for sale £50 or swap for Streets of Rage or Super Monaco Carts for Megadrive. Write to Mr Graham, 28 Newtown Road, Carlisle, Cumbria CA2 7JH.
GOOD CONDTION Spectrum 128+2 Boxed (But not in original box) with all the gear worth £270+ sell for £100 also three Action Force Tanks all in good condition in one box worth £60. Sell for £32. Interested? Phone Paul 0463 230454.
FOR SALE Atari ST FM 16 Games, Joystick, Mouse and Manuals, Good condition sell for £170 ono. Ring Simon 0734 665797.
LYNX GAMES – pay up to £18 for ones required, Phone 081-874 5408 before 6pm. PC Engine Games – pay up to £20 for ones required. Phone 081-874 5408 before 6pm.
AMSTRAD GX4000 4 Games including Pang and Navy Seals mint condition worth £175 sell for £60. Phone Brian 0773 710715.
PC ENGINE HANDHELD 3 months old, boxed, still under guarantee with 11 Games including Splatterhouse, Ninja Spirits, Afterburner 2, R-Type, Vigilante and others. Worth £500 will sell for £350 ono. Contact Morgan on 0254 54580 if interested (Call after 4.15pm on weekdays).
AMSTRAD CPC 464, Colour Monitor with over 100 Games, Tasword, Joystick and Manual, Excellent condition £200. Phone 081-777 8413.

MEGADRIVE UK Game for sale Last Battle sell for £18 or swap for Super Monaco GP. Phone 0483 64970.
SEGA MEGADRIVE still under guarantee plus 8 Top Games, Jap Converter, Games include Strider, Streets of Rage, Golden Axe, Mickey Mouse and Ghouls and Ghosts. £350 or nearest offer. Ring John on 061-338 2906 after 5.30pm in the week.
RAINBOW ISLANDS for Megadrive offers also Sonic Hedgehog £20 and Eswat £15. Phone 0922 409226 after 5.30pm.
SEGA MEGADRIVE Runs all Cartridges, Arcade Power Stick plus 10 Games including Batman, Eswat, Space Harrier, Golden Axe, Mystic Defender, Strider, Revenge of Shinobi ect. Still boxed. Cost over £520 accept £290 ono. Tel 02205 2274.
NINTENDO GAMEBOY as new excellent condition all boxed includes Magnifier, Gamelight, Amplifier, Stereo Headphones, Video link cable, 7 Games, Rechargeable Batteries and Battery charger cost over £280 will accept £200 for quick sale. Tel 0744 52575.
NES with Robot, Zapper + 4 Games for sale good condition worth £280 accept £150. Phone Steve on 0203 473884.
SEGA MASTER SYSTEM, Light Phaser, Joystick, Seven Great Games inc. Golfirraina, Double Dragon, only £120 ono. Phone Abingdon 0235 521233.
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MASTER SYSTEM, Pad, Shinobi, Secret Command, Quartet, Lord of the Sword. Cost £160 sell for £75 ono. Phone 0235 522088.
SPECTRUM ZXT 128K, Good condition perfect for a begineer, includes a Joystick, a Cassette Recorder and over 40 Games including Double Dragon, Nemesis and Paperbox with all leads, boxed. A bargin at £100. Tel Jody after 5.30 02406 4791 Buckinghams.

SUPER SELL OFF! Sega Master system plus £50. NES 64-Game Cartridge inc. Wonderboy, Excitebike, etc offers £50+. Sega Games £6-14 including Cloudmaster, Wonderboy 2, etc. WWF for Gameboy £15. Call Malcolm weekedays 4-6pm only. 0592 721 222.
ATARI ST520FM with Double Sided Drive, Mouse, Mat, Two Joysticks, Disk Box, Loads of Demos and over £400 worth of Original Best Selling Games still boxed. Excellent condition. Total value £700. Bargin at £250. Tel Jeremy after 6pm on 071-284 0882.
HELLO SEGA LOVERS: Games Gear plus two Games Wonderboy and Griffin, worth £150 sell £120 one week old boxed. Phone Maureen 0268 282470 4pm Till 6pm sorry no offers.
MEGADRIVE: Plays all Games, Extra Joypad, Joystick, Dustcover and Headphones, Eleven Top Class Games including John Madden's, Centruion, Ice Hockey, Rambo, Wrestle Wars and APG all in original packaging. Sell £375 worth about £500. Tel 081-554 6424 Mon-Fri 6.30pm till 8.30pm.
AAARGH ENGLISH Megadrive boxed with 76 Games including Sonic, Streets of Rage £220. Call Chris 031-663 8110 Edinburgh area.
SEGA MASTER SYSTEM 2 Control Pads, Three Games inc. Indiana Jones still boxed £100 ono. Call Rob 0268 550363.
PC ENGINE CD-ROM plus Interface cone Grafx (Scart) 7 CDs, 2 Cards, 2 Joypads, 1 Joystick, 2 Player Adaptor, 2 Power Packs, 20 Jap Mags, Audio Leads boxed pristine condition. Bargain at £350!!! Ring 081-310 7285 ask for Sam (The chicken roll ham) anytime. (will swap).
NES for sale with Mario 1 and Duckhunt. Still boxed sell for £70. Also Games for the NES for sale. Phone for details tel no 0734 834113. Phone after 4pm and ask for Tim.
MEGADRIVE GAMES! (English) Sonic (£25), Strider (£25), Monaco (£20), After Burner (£20), James Pond (£20), E-Swat (£20). Excellent condition 081-876 2372.

MART 

SEGA MASTER Two Pads, Phaser, Two Games £50. Games Outrun, Thunder Blade, Golden Axe, World Soccer, Calif Games £18, Enduro Racer £5. Also Mongoose, Stylist, Freestyle Bike 1990. New £230 now £90 ono. Call Ian for details 0883 715974 bargains.

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SEGA MEGADRIVE Games for sale new titles include Batman, Sonic, Fantasia and some older titles. Tel Trevor on 0266 871170. Older titles like Last Battle, Dick Tracey, Granada x. Prices from £15.00 also Gameboy, Nintendo, Famicom and Master System Games cheap.

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SPECTRUM +2 with 2 Joysticks, Large number of Games VGC Boxed £100. Phone 081-979 8105 after 4pm.

LISTEN UP! I'm selling my American converted NES with four excellent Games SMB I+II, Mega Man II, and the brilliant SMB III. Worth £225, selling for mad £160! So phone me on 0992 Hoddesdon 461471, and II could be yours!

PC ENGINE (Pal) with 4 Great Games, still boxed will sell for £95 or swap for a GameGear. Tel 0928 569684.

MASTER SYSTEM excellent condition with Alex Kidd and Mickey Mouse. Bargain at £50 call Martin on 0394 387810 after 5.30pm.

MEGADRIVE GAMES for sale, Columns, Vallís 3, Spiderman, Super Shinobi, Castle of Illusion, Magical Hat, and Saint Sword, £28 each or all for £125. Phone 0454 415228 after 6.30pm and ask for Anthony.

GAMEBOY one month old +2 Games, Tetris, Alleyway boxed with Accessories £70 call Richard 0387 56855 after 5pm.

JAPANESE MEGADRIVE runs all Carts, includes Second Joypad, with Super Shinobi, Megatrax, Mickey Mouse, John Maddens, Blockout, Rambo III, Super Monaco, Thunderforce III, Strider and Afterburner II. Sell for £350. Tel Southend 0702 612979 and ask for Barry.

MEGADRIVE runs all Cartridges with Eight Games including Sonic, Maddens Football, Strider, Mickey Mouse, Lakers Verses Celtics, One Joypad and Arcade Joystick. Sell for £300 or swap for (TV) Famicom with 3 Games. Ring Sandy on 0200 26756 after 4.00pm.

SEGA MASTER SYSTEM Two SG Commanders, Light Phazer, Hang-on and Safari Hunt Built-in, Ten Extra Games Including Rampage, California Games and Alex Kidd in Miracle World. Fully boxed, instructions. Excellent condition. Worth £360 will sell for £230 ono. Phone 0634 844626.

SEGA GAME GEAR 3 weeks old includes Mickey Mouse (UK), Wonderboy (UK), Baseball 91 (JAP) also Power supply Lead Ú every thing boxed and with full instructions. It would make a great xmas present. Worth £180 selling £115. Telephone 041 633 1877 Glasgow.

SELL MY MEGADRIVE with 8 Good Games including John Madden's, Flicky, Super Shinobi, Plus Jap Adaptor and Two Joypads for £280 or swap with Amiga plus Games. If interested Phone Steve on 0270 768583 (Cheshire).

LOOK HERE! Gameboy for sale boxed in good condition with Leads etc, even warranty card with Tetris and 17 Games Magnifier, Amplifier, Light, Carrycase, PAKS Carrycase. I am generous! Worth £470 ruffly, Megabargin £200! after 4.00pm contact Edward on 041-775 2641.

FOR SALE Sega Megadrive with Sonic the Hedgehog, boxed with Joypad and Powerpack in pristine condition only £90 genuine sale also Amstrad CPC+64, Joystick, Manual £200 of Games including Outrun, Afterburner, needs TV Modulator. Only £60. Phone 0275 393080 after 5pm.

GAMES WORKSHOP sale Space Marine Game, VGC, partly painted armies £15, Curse of the Mummys Tomb VGC £5, Fantasy Lead Figures. Phone for Prices. Consider swaps for Nintendo Games. Tel 0787 237702 also SMB 1 £15, Double Dragon £20, Solstice £22.

SEGA MEGADRIVE Boxed with £270's worth of above 90% software £285 ono (will swap for a 1 Meg Amiga + Games. Also for sale Nintendo Super-Famicom + Mario 4. unwanted present Ú £215 ono will swap for Amiga). Also a Gamegear Ú £75 ono, Gameboy Ú £50 (with Tetris etc) 091-460 1862.

SPECTRUM 128K +2 ideal for beginners. £800 worth of Games including Chase HQ, Robocop, Batman, R-Type, Untouchables, Golden Axe, Turrican etc..., Joystick, Magazines, Manual, excellent condition, hardly used. Bargain at £150 ono or swap for a Gameboy + Games or PC-Engine + Games or NES + Games 091-460 1862.

AMSTRAD Dot Matrix Printer 2160 for Amstrad or Spectrum 48K or 128K +2 Not +2A have both lead + Multiface 1 £75 or swap for 5 Megadrive Games or 8 GameGear Games. Phone 06578 330.

FOR SALE (Streets of Rage) £20, (Aero Blaster) £20, Sega Joypad £13, Power supply unit £7, Sega MegaDrive on its own £25. Phone Simon 0452 500754 after 5pm till 10pm + Strider also £20 the lot £70.

ATARI LYNX for sale you'll be starkers to miss this one 3 Games, Adaptor and Headphones. A bargin at £100. 0908 618889.

NES for sale, 7 Games including Duck Tales and Punch Out. Sell for £140. Phone Ian on 0277 659822 Essex.

NES FOR SALE, Great Condition, Seven Games including SMB1, Zelda II, Snake R&R, Blades of Steel, Tecrio World Wrestling. Will sell for £125 or swap for Megadrive and one Game. Phone Andrew Kirkwood on 0533 432630 after 7pm.

C64 Three Joysticks, Datacassette, over 60 Games, boxed and in excellent condition worth £220 sell for £150 also Gameboy for sale with two Player lead, four Games including Double Dragon, Batman, Robocop and Tetris. Sell for £65. Phone Trevor on 0252 621207.

GAME GEAR unwanted gift, includes Shinobi and Super Monaco. Still boxed £120. Also Sega Master System with 6 Games, including Mickey Mouse, Altered Beast and Double Dragon £90. Tel Neil 0536 762350.

100 SPECTRUM GAMES for sale. Phone 0344 55662 for Game. Names and prices 4pm – 9pm weekdays only.

NINTENDO DELUXE SET, Joypads, ROB the Robot, Zapper Light Gun, Joystick and 14 Games, everthing boxed, Worth £350 new, sell for £250, write to Gary, 9 Chilgrove Close, Goring-by-Sea, Worthing, West Sussex BN12 6NG.

SECOND HAND BBC Model B Games and Joy Stick worth £145. Sell for £55 ono. Phone Jon on 0268 758880.

ATARI LYNX with Slime World and Blue Lightning only four months old boxed as new £95 ono. Phone 0252 836785.

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MEGADRIVE CARTRIDGES Twelve Top Titles including Spiderman, Strider, Super Monaco, Mickey Mouse, Populous Prices start from £20, also 2 Nintendo Games Spy vs Spy, 10 Yard Fight for sale or swap. Phone 091-296 2457 and ask for Toddy.

SEGA MEGADRIVE with 9 Games, 2 Joypads very good condition £300 ono with swap for Amiga A500. Phone 0992 23009.

AMIGA 500, Hardly used with Quickshot, 16 Games and Blank software. All boxed as new cost £750 sell for £499 ono. Ring 081-904 5926 anytime.

SEGA MEGADRIVE, Nintendo, Famicom, Gamegear and Master Systems for sale. Phone now for unbelivable prices. Call Chris on 02993 4570. Also for sale Power speakers for your machine £35 only. Phone the above number and you won't be sorry....

SEGA MASTER SYSTEM for sale with 10 Games, a Light Phaser, Rapid Fire unit, 2 Control Pads, Control Stick, including R-Type, Afterburner, Action Fighter, Altered Beast and Tennis all for the price of £205 all in Great condition Mega!!! 071-373 6985.

JAPANESE MEGADRIVE with an extra Control Pad for sale £100.00. Phone 0582 416419 after six pm.

NES with Lightgun, Nintendo club membership and 3 Ace Games Duckhunt, SMB and Megaman, Boxed, 2 Controllers and club mags. Mega Super excellent value at only £120 ono. Hurry Phone now ask for Darren after 5.00 on Ireland 042 71448.

SPECTRUM +2 Brand new has over 150 Games including Batman, Robocop, Dynasty Wars, Chase the Target, Renegade, Renegade III, Red Heat, Double Dragon, Out Run, California Games and alot more, plus a Games holder cassette case. Phone Ian after 4.00pm 0270 500709.

UK GAME GEAR unused (one month old) for sale. Fully boxed with Mickey Mouse and Shinobi and PSU. Worth £160 sell for £110 ono. Local sale peferable. Contact Tim on Peterborough 261 249 after 6.30pm weekdays only.

SEGA MASTER SYSTEM for sale, with "7" Great Games including Two Great Joysticks worth over £300. Sell for £120 ono. Phone Lewis on 0268 524668 still boxed at any time.

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FOR SALE NES with Two Pads and Troyan, SMB1, Ghost and Goblins, Mike Tysons Punch Out, Pro Wresting. Phone 0622 735320.

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MEGA

FOR SALE

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SEGA MASTER SYSTEM plus for sale. Includes Light Phaser, RFV, Two Control Pads, Joystick, 19 Games and all wires. Worth over £500 sell for £200. Contact James 081-643 7185 after six on weekdays.

NINTENDO 5 Months old, 13 Games including SMB2, Batman, Duck Tales £220 ono. Call Nick on 0706 841208 after 5pm.

GAMEBOY Duck Tales, Fist of North Star, World Cup, Double Dragon, Tennis, Fortress of Fear, Super Mario Land, Tetris, Headphones, Link Cable and all boxed, in brilliant condition. Worth £220+, sell for £160 ono. Phone 0865 61759 ask for Eric.

NINTENDO GAMEBOY 10 Games inc. Batman, Mario, Tennis, Carry Case, Magnifier. Worth over £250, yours for just £150! Antony 081-203 7192.

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ATARI LYNX 3 Games plus Mains Adaptor and Carry Case will sell for £80. Phone Alex on 0223 881314 (Cambridge).

AMIGA 500 Plus Games, Mags, Mouse, Joystick, Leads, Magazines, Disks (20), Deluxe Paint II. £330 ono. Phone Jusin on 0534 42688 after 7.00pm.

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SPECTRUM 128K +2, Joystick, over 80 Games including Shinobi, Dragon Ninja, Golden Axe. Worth over £300 sell £135 ono. Ring 0922 684000.

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MASTER SYSTEM GAMES Power Strike – £12, Y'S – £18. Perfect condition. Phone Adam on 0487 832138 after 5pm.

UK MEGADRIVE + 3 Games + 1 Control Pad, 1 SG Fighter Joystick, Jap-Adaptor, 8 months old mint condition worth £320 will sell for as little as £230. Please Phone 081-316 7045 ask for Stuart.

MEGADRIVE GAMES, Kings Bounty £20, Streets of Rage £27, John Maddens £23, OJ Boy £20, Mickey Mouse £25. Phone John 091-3889764.

NINTENDO + SUPER MARIO 3, (US, Jap, UK) compatible with Blaster Master, Gradius 2 (Vulcan Venture), Great Iron Tank, Japanese Converter, Two New Super Add-on Controllers, extra Joystick £199 ono US/UK/JAP Games for sale £15-30, ROB + Gyromite £40 ono, Zapper + Duck Hunt + Gumshoe £50 ono. Phone Pete 0533 417074.

GAMES for Nintendo for sale: Robocop, Turtles and Airwolf. Phone Liam after 5pm on 081-785 6475 Thanks (£30).

MEGADRIVE GAMES for sale. For titles give me a call on 081-571 9324 after 4.00pm. Prices are from £10.00 upwards.JAP NES with Disk Drive over 20 Games including Mario III, Mega Man II, Super Contra, Track and Field II and many others price only £180 ono. Ask for Chi at 051-339 2396 after 4.30pm.

MEGADRIVE and Six Games including Sonic, Thunder Force Three, E-Swat, Worth £310, sell for £200. Excellent condition. Phone 0742 583967.

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HIT ME with your rhythm stick Atari Lynx, six Games, PSU, Sun Visor, Colmlynx. Sell for £130. Aldershot 0252 28302.

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AMSTRAD CPC464 Monitor, Disk Drive £300 worth of Games, 2 Joysticks great condition. Phone 0563 820143. Sale price £310 ono. Gameboy 4 Games, Magnifier, Link Cable, Games, SM Land, G Quest, Tetris, Balloon Kid, Swap or buy £120 ono. Phone 0563 820143.

UK MEGADRIVE with Four Games Mickey Mouse, DJ Boy, Jewel Master, Outrun, Two Joypads and Japanese Converter for only £160 also Amstrad 464CPC, Two Joysticks, Ten Games, Colour Monitor for only £120. Phone 04023 40054 ask for Gavin (will considerr other prices).

SUPER FAMICOM Games for sale. Super R-Type £25, Goemen £25, Populous £25, will consider swaps. Phone Adam 0883 622455 evenings.

FOR SALE BSA Mercury Air Rifle with Telescope Sights worth £120 sell £45 also Toyota Celica Radio Controlled Car with Battery and Charger worth £200 sell £60 also ZX Spectrum 48K Datacorder, Games, Joystick woth £150+ sell £40. Phone Tim 0602 822335.

JAPANESE MEGADRIVE for sale boxed runs all Carts, Two Joypads, SG Fighter Joystick, Nine Games EA Hockey, Sonic Hedgehog, Maddens Football, Populous, PGA Tour Golf, Mickey Mouse, Eswat, SR Basketball, Magic Hat plus Mags. Bargain at £260 ask for Tim on 0602 822335.

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MEGADRIVE for sale. 5 Games, Infra Red Joystick £190 ono. Good Condition Phone 0376 516032.

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NINTENDO Famicom with 2 Joypads, 2 Games Pal Version as new £220 ono. 081-311 7237 ask for Tony.

OFFICIAL MEGADRIVE boxed with 9 Top Games, 2 Joypads and Joystick. Worth £500, bargain £250. Ideal Christmas Present. Tel 0244 818837.

MART



MEAN MACHINES Mags 0-14 for sale £20 ono as back issues are not available also PC Engine Games £15 each. GX4000 full guarantee 1 Game unopened perfect Christmas presant cost £99 sell £60 ono. Also Pal PC Engine Console + 2 Pads nice condition sell £90 ono. 0623 759800.
SEGA MASTER System and Seven Games all boxed and in good condition £138 or Games £12-15 each. 0483 422733.
AMIGA A500! Boxed as new Joystick, Mouse, 10 Games including Batman The Movie and Caped Crusader, Robocop, Turrican, Altered Beasts, Lockable Disk Box, Blank Disks, TV Modulator all for £210.00 ono. Phone after 6.30pm on 081-653 3856 ask for Vernon.
TAMIYA R/C Off-Road Racing Car 4 Wheel Drive also Controller and Rechargable Battery Good Condition called Thunder Shot £80 and Scalelectric woth over £150 Bargain at £60. Local calls only please Phone Glos 0452 411022 after 6pm ask for Jon.
NINTENDO GAMES for sale Airwolf £15.00, Section 2 £15.00, Stealth ATF £20.00, Simons Quest £23.00 or swap for any descent Nintendo Games. Contact James after 4pm on 081-894 0840.
NES UK 10 months old Games are (SMB2, MM2, Turtles, Robocop) everything in original packaging sell £99. Tel 0707 334534.
SEGA GAMES for sale: Psycho Fox, Golden Axe, R-Type, Power Strike, Outrun, Moonwalker, £18 each ono, £95 ono all. 081-761 5129.
SEGA MEGADRIVE Games for sale new and used from £15. Telephone Wolverhampton 0902 780184.
NINTENDO for sale Light Gun, 2 Controllers and 5 Games only £120 (I will bargain). Contact 0787 312619.
UK SEGA Megadrive, Arade Power Stick, Jap Convertor and 13 Brilliant Games inc. Streets of Rage, Phantasy, Star 2/3 and Sonic the Hedgehog worth over £750 will accept £330. Boxed and VGC. Phone 0642 635470 after 5pm.

LOADS OF SPECTRUM Games for sale for complete list and more info write to Jamie Goodridge, 3 Braybrooke Drive, Furzton, Milton Keynes MK4 1AE. Also Sega swaps my Vigilante, World Soccer and Altered Beast for two of these: WB II, WB III, Mickey Mouse, IM. Mission, Spierman, Shinobi.
GAMEBOY with Mario, Robocop, Golf, Tennis, Baseball, Tennis. Worth £195, will sell for £98. Everything in boxes - perfect condition. 081-444 1257.
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MEGADRIVE Mint condition Joypad, Eleven Games including Sonic and Zero Wing woth £500 sale £320 ono. Tel James 0272 329482.
SEGA MEGADRIVE (Pal) +3 Great Games. Everything boxed and in good condition. For Quick sale £160 ono. Phone 081-423 4831.
MEGADRIVE (Scart/AV) (50hz) £60. MD V6 Pal £80. Game Gear with Game £80. PC-E £70, SFC £170. Nicky Lee 08444 2859.
GAMEBOY PACK £45 or Gameboy Pack +4 Games, for NES or £100. Phone Anthony on 0928 576678 anytime.
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FOR SALE NINTENDO GAMEBOY, HEADPHONES , TETRIS, 2 MONTHS OLD UNSCRATCHED SCREEN £60 OR SWAP FOR GAMEGEAR ASK FOR JAMES ON 0932 849028.
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MEGA

FOR SALE Nintendo Two Hand Controllers, 2 Games Mario 1 and Track n Field 2 if intrested ring 24435

JAPANESE MEGADRIVE with Ten Games e.g. Strider, Street Smart, Hellfire, GoldenAxe, Forgotten Worlds, Tiger Hell, Gaiares, Rambo III, Whiprush Dynamite Duke. All for £280 ono. Call David on 0429 276334 call after 6pm. With extra Joypad.

WANTED

WANTED Gameboy Games such as WWF, S. Mario Land, Double Dragon. Willing to pay 9 pounds each. Tel 326259 Marion Middlesbrough.

GAMEBOY + Tetris, Leads, Prefrably boxed etc. Will pay £40 . Also wanted NES (8 BIT) price negociable. Will buy Games. Phone 091-460 1862.

SPACE INVADERS for Gameboy. Name your price or swap for Pinbot. Write to Denny 41 Whiteleas Avenue, North Wingfield, Chesterfield S42 5PW.

URGENTLY WANTED! Megadrive Games will pay £10-£20 send list to Dean Jacobs, 29 Park Road, Sawston, Cambs CB2 4TA 101% reply.

WANTED Issue 7 of Mean Machine must be mint condition will pay £3.50. 06578 330.

MEGADRIVE GAMES wanted London area. Will pay cash and collect. Please phone 081-807 1912.

MEGADRIVE GAMES wanted. Crap Games £6, Good Games £10-£13. Also swap my Super Hang-on for your Golden Axe. Gameboy Games paid £5. I will send money when got Games. Power Stick and Converter wanted. Phone Graham on 0327 705971.

WANTED 5 Player Adaptor also with Joypad or Joystick for PC Engine will pay £20. Tel 0254 674037.

MEGADRIVE WANTED will swap over £325 Amiga Software. Boxed originals 16 Games in total what a deal!! Phone Steve 021-427 7431.

WANTED SEGA Games Gear with one or two Games urgent. Phone 0454 419967 ask for James.

MEGADRIVE Games wanted. John Maddens, Streets of Rage, Road Rash. Pay up to £20. Neil on 0268 694104.

MEGADRIVE WANTED desparately with a couple of Carts. I will swap over £350 worth of Amiga Games. 21 Games in total all recent titles, boxed, or will sell for £130 an unbelievalbe bargain!! Phone Steve after 2pm 021-427 7431.

WANTED Box and Instructions for Hole in One Golf on Super Famicom. Will pay £5. Phone George on 051-547 4310.

WANTED Commodore 64 version of Grange Hill. Will pay up to £5 for good condition. Phone 567 8746.

SEGA MEGADRIVE Games wanted: (Jap. Pal only) Thunderforce III, Gynoug, GoldenAxe, Klax, Super Monaco GP, Super Real Basketball, Streets of Rage, Alien Storm or any other Good Games. Pay good price. Tel: Monday to Thursday before 3.00pm on 0438 725058, ask Peter.

WANTED Megadrive Games will pay upto £20 for Road Rash, Ice Hockey, £18 PGA Golf, Bare Knuckle, £16 Hardball, £14 W. Wars, £12 Alien Storm, £10 Budokan, Colums, S. Monaco. Loads more wanted. Send direct or list & SAE for quote to Andy 55 Welwyndale Road, Sutton Coldfield, West Midlands B72 1AN or Phone 021-373 7535.

SEGA GAME GEAR with Three or Four Good Games pay up to 100 or less. Phone 0737 249982 after five pm.

URGENTLY WANTED! Megadrive Games will pay £10-£20 send list to Dean Jacobs, 29 Park Road, Sawston, Cambs CB2 4TA. 101% reply.

SWAPS

UK MEGADRIVE + 3 Games + 1 Controll Pad, 1 SG Fighter Joystick, Jap-Adaptor 8 months old mint condition. Despreatly want to swap for Atari ST 520 with Games, Mouse, 1 Joystick. Please Phone 081-316 7045 ask for Stuart.

MEGADRIVE SWAP Mickey Mouse or Ghould 'N' Ghosts for Wrestle War, Road Rush, PGA Tour Golf. Phone David on 0455 284237.

NES SWAP Bionic Commando, Turtles, Spy vs Spy, for DuckTales, Blades of Steel, SM I or II, Rory 0223 312315.

MIDNIGHT RESISTANCE I will swap Midnight Resistance for Road Rash or Wrestle War. Contact Ben after 7pm on 0252 703014.

ENGLISH MEGADRIVE with 7 Games including Sonic, Streets of Rage for PAL Famicom + 2 Games. Call Chris 031-663 8110 Edinburgh Area.

SWAP GAMEBOY Spiderman or Burai Fighter for Megaman, NBA, WWF, Castlevania II and Simpsons. Also Lynx Gates of Zendocon and Slimework for any good Lynx Games. Ring Tim or Daniel on 081-943 3270.

I WILL SWAP my GameBoy with Three Top Games plus Holsters and Belt for a Game Gear with or without Games, will also sell GameBoy for £90. Ring Jonathan on 0482 51861 after 4pm.

I WILL SWAP my Megadrive with 3 Games and Leads, runs all Games. Great condition for Amiga must have Mouse. If it has enough Games I will throw in my Brand New Lynx with Games etc. Phone Scott 0259 217345.

WILL SWAP Atari XE with two Joysticks, Keyboard Light Gun and Games for 3 Megadrive Games or cash. Phone 504 5908 (Essex).

SWAP MY LYNX with Sun Visor and Carry Pouch plus California Games and Klax. All boxed for your Megadrive with one Game. If interested Phone 0302 532829.

SWAP! my Acorn Electron and 30 Games for your Megadrive or sell for £120 ono. Phone Elliot on 0761 62013.

SMART SWAP will Swap Metroid for Batman or if your smart enough to swap then Tel 0278 671748.

MASTER SYSTEM with Games, Control Pads and R.F.U.'s swap for Gameboy with decent Games. Phone Chris on 0322 526349.

I WILL SWAP my Michael Jackson Moonwalker Game (Master System) for Double Dragon. Phone Nick 0923 677904 Hurry!

I'VE GOT Probotector and Kid Icarus, I'll swap it for Megaman 1, Boy + Blob. Phone Ben 0276 858651.

MEGADRIVE My Streets of Rage for EA I/Hockey only. Strider or M/Mouse for most excellent Games. (Games V.G.C.) 0322 556801 Crayford.

NINTENDO SWAPS Legend of Zelda for Snake R'nR, Workd Wrestling or any other decent Game. Call Stephen 041-638 3097.

I WILL SWAP My Game Boy with five Games including Navy Seals for Atari Lynx with Games or swap for Game Gear with one Game or will sell for £110 ono. Contact James on 0845 522062 (GameBoy fully boxed).

SWAP MY Nintendo Games TMNT, Kid Icarus, ID Yard Fight and Super of Road for MegaMan 2 or Gremlins 2 or any other decent Game. Ring 081-546 5715 ask for Oliver.

OY! MASTERSWAP CLUB We have Megadrive Games Galore including Sonic, Strider, Tournament Golf, Afterburner and many more stupendous Games. Please Phone for latest list for a small fee you could have a cracken good Game. Call Dan 0562 88 3516 after 6pm.

SWAP ALEX KIDD and The Lost Stars and Thunder Blade for E-Swat and Shinobi (Sega Master System). I will swap Air-Wolf and Kung-Fu for Double Dragon 2 and Punch Out (Nintendo). Call Ian 0543 274161 (Staffs).

I WILL SWAP my GameBoy with 5 Games plus £15 for your Game Gear with Game preferably Wonder Boy if interested Phone Olly on 0245 352547.

LIKE TO SWAP Three Games Super Mario Bros for Batman, Double Dragon II for Bionic Commando and Duck Tales for Mega Man II. Phone Owen on 0226 765018 must have instruction manual and case from half six till eight pm.

SWAP MY Kid Icarus for World Wrestling or Duck Tales. Contact Luke on 0705 255793 (Must be in Portsmouth Area, able to deliver if possible).

SEGA MEGADRIVE Games to swap John Madden, Mickey Mouse, Wonderboy III for other Games or all for Gameboy. Phone 081-891 6827.

SWAP SMB3 Heaven Adventure Turtles with Converted Nintendo for Gameboy and Games anything considered! Phone Andy 0623 843525.

SWAP SEGA Master System plus 16 Games all boxed for Nintendo NES with some Games or will sell for £180. Call James 0533 368422 after 6pm.

GAMEBOY will swap Spiderman for WWF or R-Type or witll sell for £15 ono. Tel 0444 455017 ask for Stuart.

I WILL SWAP my Jewel Master and Wrestle War both Jap for Fantasia and Castle of Illusion. Phone Ben 0223 861899.

SEGA MEGADRIVE. Swap Populous for John Maddens Football or PGA Golf, or Swap for Ghouls & Ghosts and Golden Axe. For Sale Sega Control Stick for Master System. Bought by Mistake still in box, cost £13, sell £8. Mike 0703 676566 after 6pm.

I WILL SWAP My Wrestle War, Star Control, Monaco, Rambo, Altered Beast, Dick Tracy, Populous for your Alien Storm, Batman, Stormlord, Fantasia, Hellfire, Marvel Land, Moonwalker, Zero Wing, Starflight, EA Hockey, Tetris, Budokan, Spiderman, Columns. Phone Bradley on 081-958 3367 evenings.

SWAP Megadrive Games. I have Magical Hat, Super Monaco, Final Blow, E-Swat, Alex Kid and Altered Beast. Contact 0642 582271.

MEGADRIVE GAMES to swap or sell let me put you in my exchange list very cheap prices. Phone Bruce 081-906 0776 or send SAE for list 36 Mostyn Road, Burht Oak, Edgware, Middx HA8 0JD London.

MEGADRIVE GAMES Swap Eswat, (JPN) Mystic Defender, (JPN) Twin Hawk for Golden Axe, Shadow Dancer, Rainbow Islands. 0904 765524 after 6pm.

NES With 2 Controllers, Zapper, 4 Games for Game Gear + 4 Games if interested. Phone Alan on 0935 26198.

SWAP My Sega Master System plus Altered Beast, Turbo Fast Fire Joypad for similar Nintendo setup. Ring Scott 0793 725703.

GIVE ME Gremlins 2 (nes) and I'll give you either Double Dribble, TMHT, A Boy and His Blob. Michael 445 9942 (Manchester).

I WILL SWAP my MegaGames John Madden's and Populous for Road Rash, Monaco GP or other Decent Games. Before 6pm 0453 548423.

NES T.M.H.T. for R.C.Pro AM or Rad Gravity Metroid for Gremlins 2 or Shadow Warrior, Simon's Quest for Probotector or Captain Skyhawk or NES Advantage. Phone 0224 313904 and ask for Adam (Aberdeen).

SWAP my Afterburner II for Sonic, Road Rash or EA Hockey. Ring 0689 860424.

UP YOURS! only Joking does anyone wanna swap my Master System with Games for Nintendo NES with Game(s). Phone 081-944 1075.

NINTENDO swap Zapper Gun plus To The Earth Game for any two Quality Games. Phone Peter on 0732 462179.

JAP MEGADRIVE with Revenge of Shenobi, Darius, Two Arrow Flash, Sonic and Streets of Rage plus a NES with no Games both boxed will swap for Amiga 1Meg with Games if possible phone Shane on 061-220 8089 Clayton Manchester.

SWAP NINTENDO 4 Games plus Lightgun plus Master System 2 (good condition) with Alex Kidd in Miracle World Game built in for Sega Megadrive (Pal) British with Alien Storm Game. Phone after 4.30pm please 071-252 0459.

GREAT BARGAIN. Swap my Pal Megadrive and Nintendo NES (with Turtles) for your Scart Super Famicom. Phone 061-225 5284.

SWAP FAMICOM Scart 8 Carts for Neo Geo with 3 Carts. Write to Andy Plot, 27 Off Grainger Drive, Leegomery, Telford Shropshire. Famicom Carts inc: Ghouls and Ghosts, Super R-Type, F-Zero, Area 88, Pilot Wings, Pro Soccer, Actraiser, Mario Land.

MART 

MEGADRIVE GAMES to swap, My Strider for John Maddens, Ghouls and Ghosts for Revenge of Shinobi, Eswat for Golden Axe and Budukan for Star Controls. Call Anton on 0798 813733 Sussex.
NINTENDO GAMES for swap. I have Temco World Wrestling and Super Off Road for Blades of Steel or for Nintendo Max Joypad, or sell for £15 each. Ring 078130 3272 and ask for Ian, ring after 4.30pm weekdays only please.
I WILL SWAP my Gynoug or Sonic the Hedgehog for your Wrestle Wars or Lakers vs Celtics. Phone 061-980 6889.
I WILL SWAP Goal! or TMNT (nes) for Duck Tales or any other good Nintendo Game. Phone 0530 242521 now!
SWAP Sonic the Hedgehog, Revenge of Shinobi, Eswat, Road Rash or Ghostbusters for Spiderman, The Immortal, Corporation, Phantasy, Star III, Rings of Power, Shining and the Darkness or EA Hockey. Phone on 0633 420727.
ROBOCOP FOR NES as new will swap for Track and Field Two must be in excellent condition. Tel 0706 818685. Duck Tales for NES excellent condition with Instructions will swap for Tetris must be in good condition. Tel 0706 818685.
SWAP MEGADRIVE Games titles include Truxton, Sonic, PGA Golf, Moonwalker, Altered Beast. Phone Simon on 010 3535 180200.
I WILL SWAP any two of my Megadrive Games for PGA Golf. Games include Strider, Star Control, Sonic Hedgehog, Ice Hockey, Super Master Golf, E-Swat, Ring Side Angel plus many more, urgently needed so Phone 0742 588420 not weekends.
NINTENDO GAMES!! I will swap my World Wrestling or Solar Jetman for your Duck Tales, Gremlins 2, Gauntlet 2 or Boulder Dash. One for one. English Carts only. Phone Paul between four and six o'clock on 0977 613590 Yorkshire. Genuine callers only.
SUPER FAMICOM Games to swap, R-Type for Ghouls & Ghosts, Kick Off for Snow Bros. or Battle Dodgeball or Gundum F-91; or swap both for GameGear. Phone William 0306 887349 between 6pm to 9pm only!!!!!!
WILL SWAP my BMX Freestyler for NES Joy Stick or Duck Tales or £40. Tel Terry on Lowestoft 508224 Suffolk.
MEGADRIVE Swaps, Alien Storm, Ghouls Ghosts for Good Games especially Road Rash. Call Tim Roe, 0274 883727 6pm - 9pm weekdays.
FAMICOM Sirtype swap for Goeman Warrior or UN Squadron. F-Zero swap for Final Fight. Help on Mario wanted!! 0935 74261.
GAMEGEAR Owners look. I've 13 Games to swap for either Outrun, Sonic or any other Good ones. Phone 0304 375520.
I WILL SWAP my Gorgoyles Quest for Buble and Bobble. Phone Danny 8010715.
MEGA SWAP! I will swap my Lynx Game Blue Lightning for your Pacland. If interested phone Cris on 0302 988419.
SPECTRUM +3 Disk Drive, Joystick, 16 Games for Game Gear, Power Adaptor, and Game(s). Telephone Robert on 0386 78508. Must be good condition.
BOXED MINI COLOUR TV includes Case and Batteries swap for Lynx or 4 or 5 Megadrive Games intrested! Phone Dean 0223 835397 Cambs.
WILL SWAP NES Turtles, RC Pro AM and Rad Racer for any Games NES. Phone Ian 021-588 7589 after 5pm.
I WILL SWAP my Nintendo Games for Goal, Days of Thunder, World Cup, Rad Gravity and Kabuki Quantum Fighter. Phone 0506 834925.
WILL SWAP NES Games Super Mario1 and Duck Hunt for any decent Games including Zapper for Game. Ask for Tarron 031-663 8897.
FREE SEX, well in a sense, actually I have Games like Mickey Mouse, Budokan, Rainbow Islands, Thunder Forces III, Maddens, Populous and Super League Baseball to swap for any decent Games especially Sonic, Star Control, Strider or Ice Hockey. Tel 091-261 8783.
SWAP AMIGA with Games for Super Famicom Pal with Games + Pads or NeoGeo with Games + Pads Pal also. Jamie 0932 851495.
SEGA and Gameboy swap both for Mega Drive and Games (Sonic Hedgehog if possible). Call James 0787 224206. No offers.
SWAP Boy and His Blob for Mega Man 2 or Gremlins 2. Phone 0222 615500.
PORNOS!! But then again maybe not. But I am willing to swap my Mario II, Ducktails and WildGunman for either Megaman 1 or 2 or Mario 3, Ghostbusters 2, Simpsons or Turtles 2 for (nes). Just phone Philip on Hitchin 0462 437426.
SWAP GAMEBOY, Tetris, Mario Land, Headphones, Batteries and Soft Carry all Case for similar Atari Lynx. Phone Alex on 0592 611119.
MEGADRIVE GAMES for swap for Famicom Games, no extra charge, or for sale. Phone Chi on 051-339 2396 for more info.
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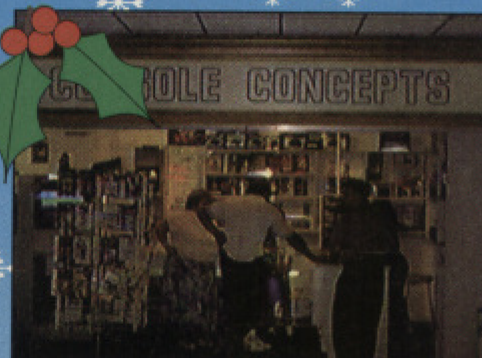
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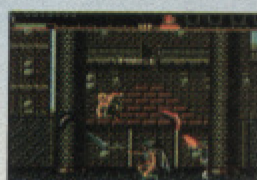
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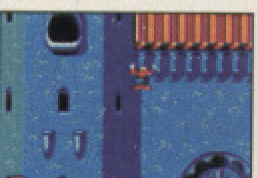
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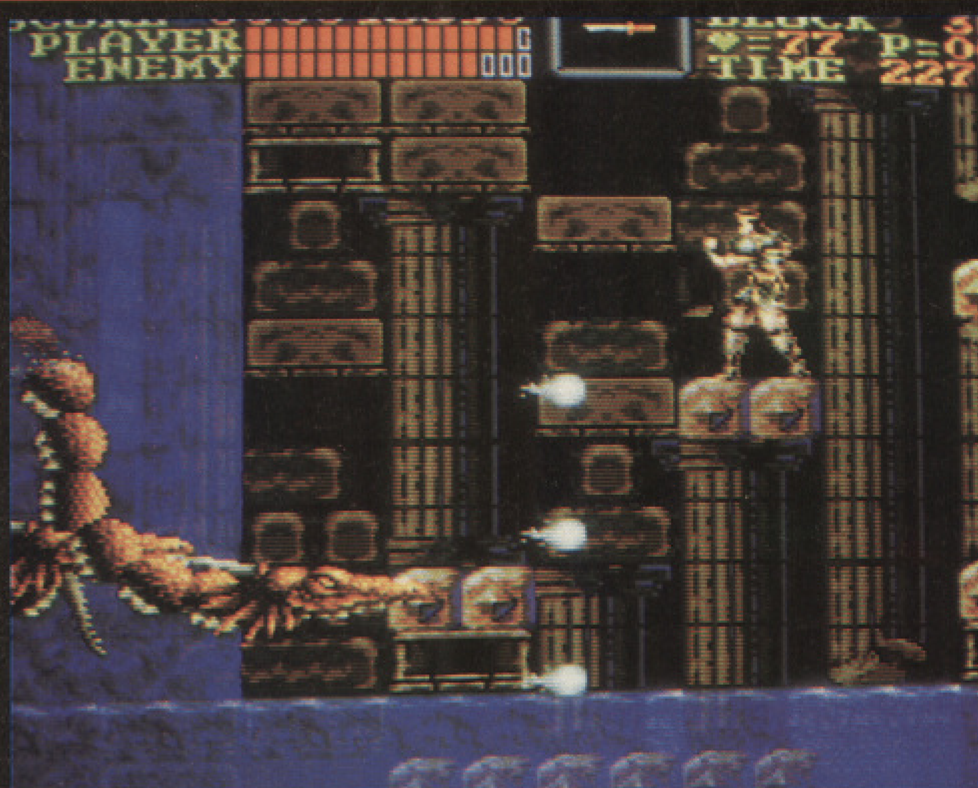
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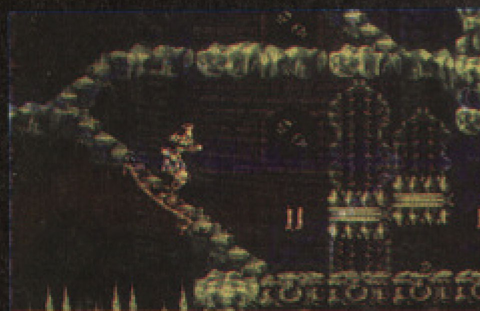
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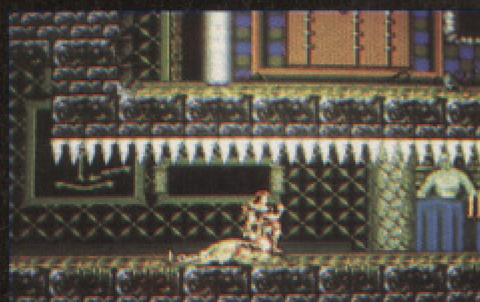


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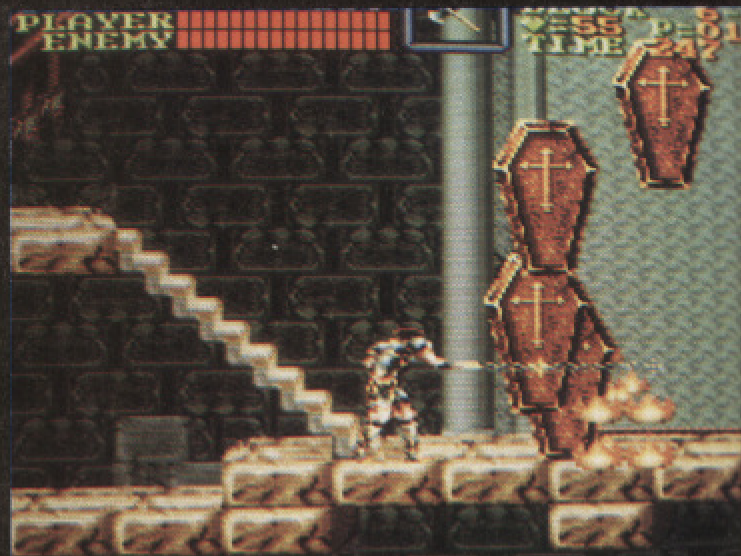
Konami's fourth installment of the wondrous Castlevania series is soon to be wending its way towards Super Famicoms everywhere. Castlevania casts you as a macho whip-wielding hero on a mission to save a beautiful princess from the clutches of Count Dracula and his undead minions. The Gameboy version of this was brill, so there should be a lot of a-whippin' and a-platformin' when this hits the importers. Look out for a full review next issue!





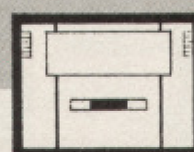






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1 PLAYERS

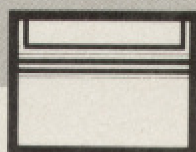




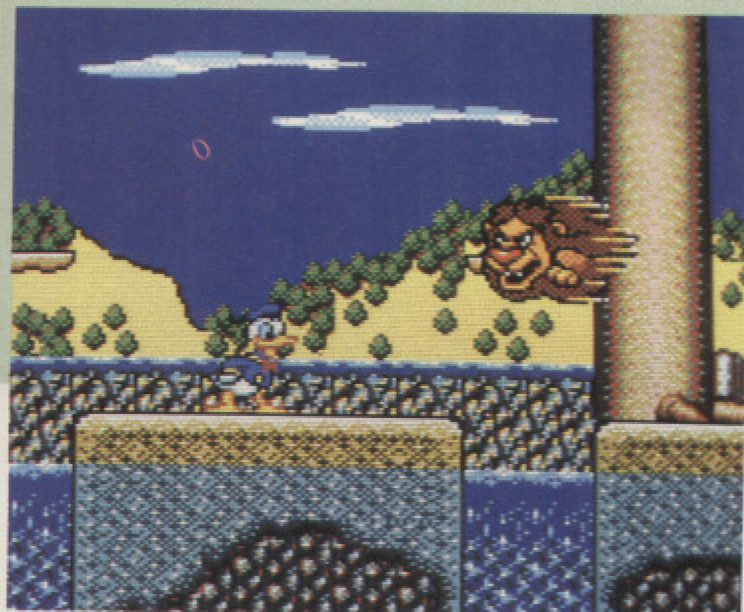
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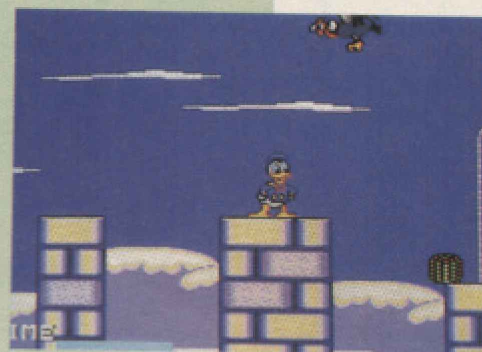
Gasp! Hewey, Dewey and Louie have been kidnapped by an evil witch! Not just that, but she's also taken Uncle Scrooge's lucky dime, the source of all his wealth! Donald's nephews are imprisoned in three different countries, guarded by the evil cronies of the crone herself. Can Donald rescue the kids and get back Scrooge's dime? If he can, there's a fat reward waiting for him. This platform romp picks up where Mickey Mouse left off, with loads of cartoon-style violence and leaping around. So far, Donald is looking brill, and you can be sure we'll be reviewing this and the forthcoming Megadrive version next month.

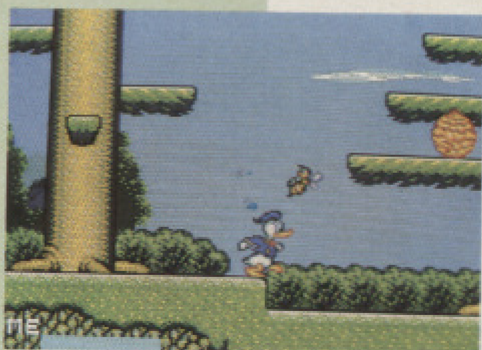
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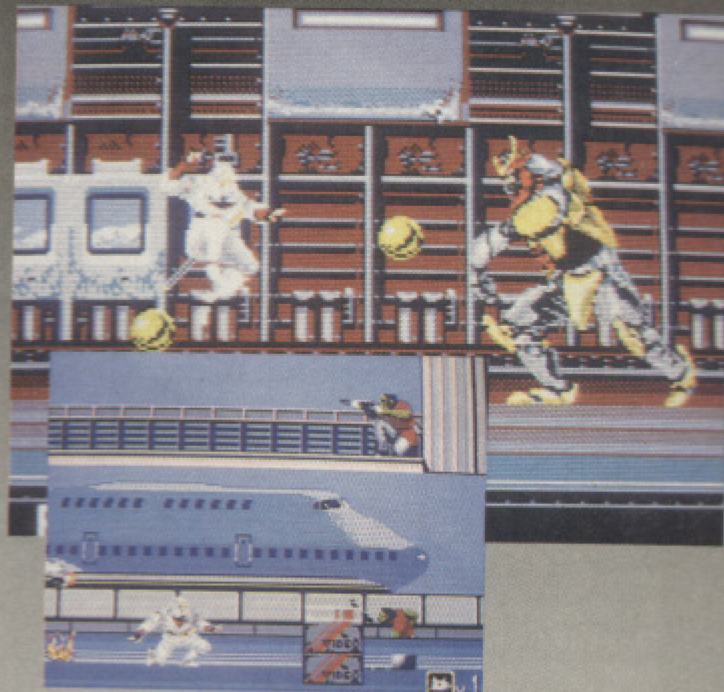




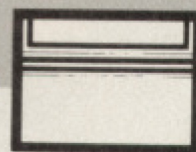


SHADOW DANCER

Joe Mushashi returns to the fray in the Master System version of Sega's Shadow Dancer coin-op. Joe traverses many levels which make up the homeland of the Zeed empire in his quest to bring their reign of terror to an end. The Master System game promises to follow the arcade machine closer than the disappointing Megadrive version - except for the absence of Joe's four-legged canine friend. Still, that shouldn't stop the game from being a veritable hack 'n' slash fest, so watch for a review next ish.



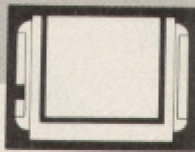
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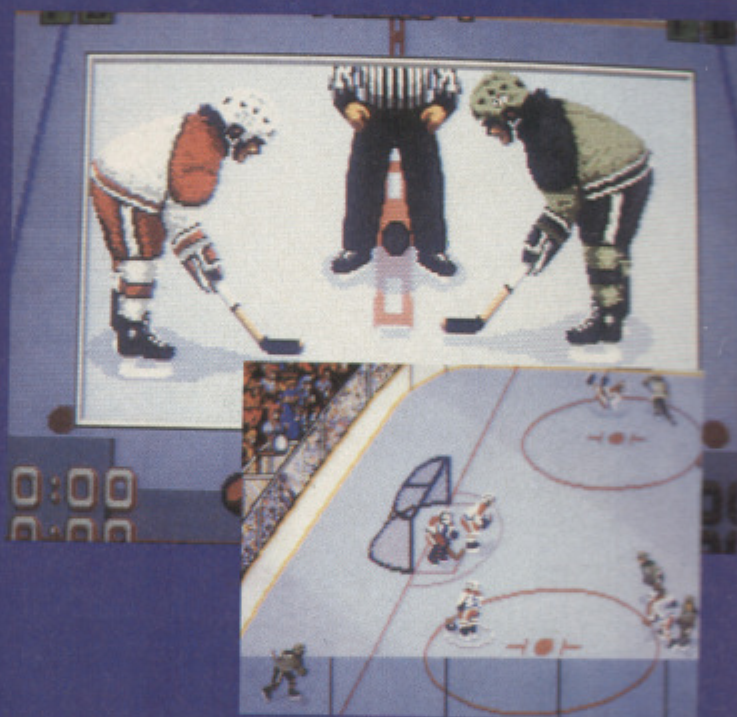
MARIO LEMIEUX ICE HOCKEY

MEGADRIVE





Just in case you don't know, Mario Lemieux is a famous ice hockey player; well, he's famous in Canada. This is why Sega have chosen to immortalise him in his own Megadrive game. Is it a platform game? Is it a shoot 'em up? No, it's a side-on view ice hockey game, with gameplay similar to EA Hockey with lots of blow-up screens such as fights and penalties. The big question is; how does it compare to EA Hockey? Well, so far it's looking good, but guess what? If you want the full low-down you'll have to read next months MEAN MACHINES.



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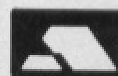
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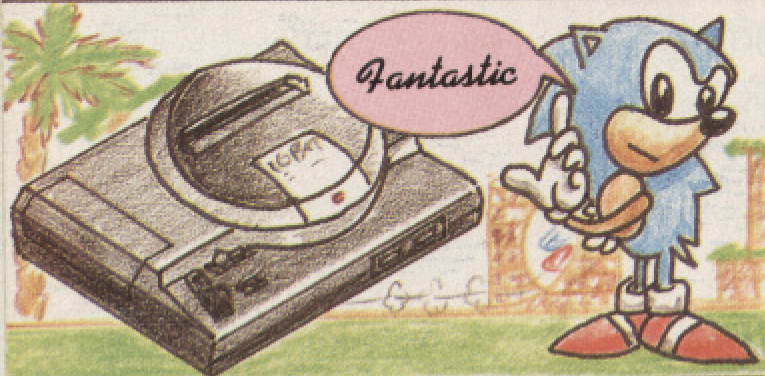
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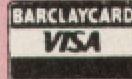
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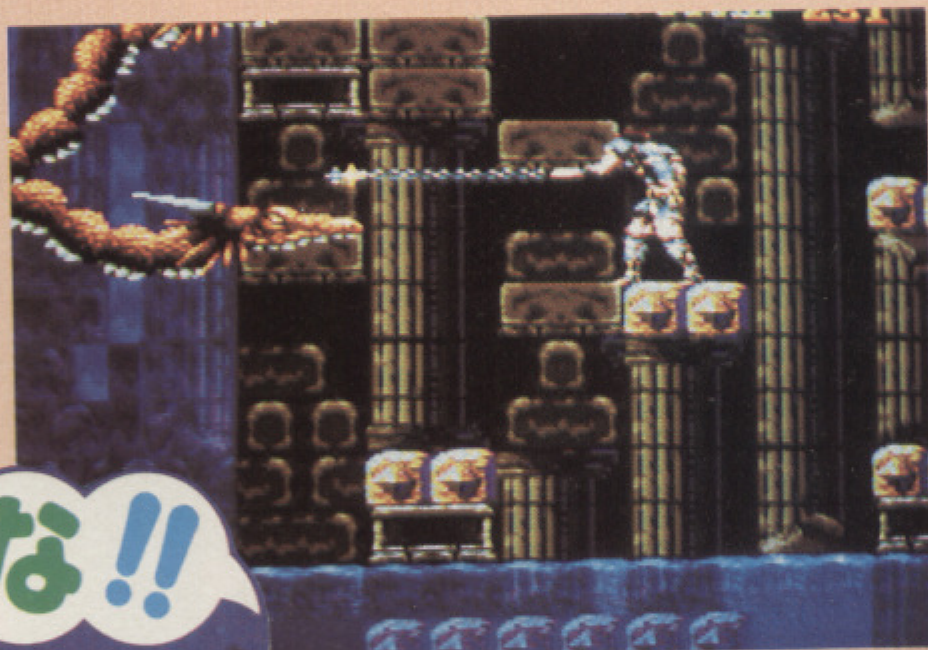




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